

# STAR WARS<sup>®</sup> THE CLONE WARS<sup>™</sup>

PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

For Wii<sup>™</sup>

Also covers Jedi Alliance<sup>™</sup>  
for Nintendo DS<sup>™</sup>!



## LIGHTSABER DUELS<sup>™</sup>



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# STAR WARS™

## THE

# CLONE WARS™

## LIGHTSABER DUELS™

### PRIMA OFFICIAL GAME GUIDE

Written by

**Fernando Bueno**



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We want to hear from you! E-mail comments and feedback to [fbueno@primagames.com](mailto:fbueno@primagames.com).





## DEDICATION



**This book and game are  
dedicated in memory of  
Ian Lovell, Lead Animator.**



## INTRODUCTION

**Acknowledgments**

Aside from being one of the best friends a guy could have, Don Tica is one of the best people I could ever hope to work with. Of course, he's not without his Padawan, John Browning, who is just as cool a fella and a pleasure to work with. Thanks to them both for making my job easier.

Thanks also to all the great people and creative minds at LucasArts and Krome Studios. Without the Star Destroyer-sized wealth of support, this book wouldn't have gotten done.

**The Story up until Now...**

Surely you've come to know the story of Anakin Skywalker, Jedi Master Yoda, Obi-Wan Kenobi, and the Jedi Order. You may even be familiar with the story of the Rebellion against the Empire or have heard whisperings of a dark organization named the Sith. But for those who need a reminder of where it all began, the following section provides all the background information needed to begin your adventure as you enlist in the Clone Wars.

**Star Wars: Episode I The Phantom Menace**

During a time of turmoil in the Galactic Republic, a powerful organization known as the Trade Federation engaged in an aggressive maneuver to block trade routes to and from the planet Naboo. While the Congress of the Republic stalled on resolving the conflict, the Supreme Chancellor of the Republic secretly sent out two Jedi Knights to help resolve the issue quickly and quietly. Unfortunately, both the Jedi Knights and the people of Naboo were unaware that the Trade Federation was being secretly coerced into their actions by a more powerful dark force.

Upon arriving to meet with the Trade Federation delegates, the Jedi were ambushed and forced to flee. In their escape, they rescued Queen Amidala of Naboo and made a dash across the stars. As they fled, Qui-Gon Jinn, the elder of the two Jedi, came upon a small child with an extraordinarily high capacity for the Force—the energy that flows through all living things and that Jedi can harness into unique abilities. Convinced that the child, Anakin Skywalker, was the one prophesied to bring balance to the Force, Qui-Gon Jinn rescued him from slavery and took him on as an apprentice. It was not until after they met with the Jedi Council that Anakin's dark and troubled past was brought into question. Unmoved by the Council's warnings, Qui-Gon Jinn continued informally with Anakin's training.

As the Jedi fled from the Trade Federation with Queen Amidala, they found that they were being hunted by a dark figure highly skilled with a lightsaber and shrouded in the dark side of the Force. Upon hearing of the mysterious figure's attack on Qui-Gon Jinn, the Jedi Order realized that the Sith—a dark Order long thought to be extinct—was actually still active. Meanwhile, Senator Palpatine, a two-faced politician with dark ambitions, secretly and successfully schemed to overthrow the Supreme Chancellor and take his place.

In a final move of desperation, Senator Amidala (accompanied by Qui-Gon Jinn, Obi-Wan Kenobi, and Anakin Skywalker) fled back to Naboo to help liberate her planet from the Trade Federation. Though they were supposed to protect Amidala, the Jedi had a second motive for returning. They were to draw out the Dark Lord who attacked them earlier and reveal the existence of the Sith. In a final confrontation, Qui-Gon Jinn exposed and was defeated by the Sith Lord Darth Maul, who was in turn defeated by Obi-Wan Kenobi. In the end, Palpatine became the new Supreme Chancellor and took control of the Republic, Naboo was liberated from the Trade Federation, Obi-Wan honored Qui-Gon Jinn's final request and took Anakin as his Padawan learner, and the Sith were exposed.

But a question remained: If Darth Maul was a Sith Lord, was he a student or a master?

**Star Wars: Episode II Attack of the Clones**

Ten years after the reemergence of the Sith, Obi-Wan Kenobi, Anakin Skywalker, and the rest of the Jedi Knights struggled to keep order in the galaxy. Several thousand solar systems threatened to leave the Republic as they followed a Separatist movement led by the mysterious Count Dooku, a former Jedi Knight. Senator Amidala of Naboo, the former queen, returned to the Galactic Senate to petition for the creation of a Republic army to aid the struggling Jedi. Unfortunately, not everyone shared in her vision, as she was under the repeated threat of assassination.

After another failed assassination attempt on Amidala, the Jedi Order assigned Obi-Wan and Anakin, whom she'd not seen in years, as her personal bodyguards. While they were on assignment, Anakin's impetuous nature got the better of him, and he used the Senator as bait to draw out her assassin. Still, Amidala's would-be assassin would not relent. She struck once again while Amidala was under the watchful eye of the two Jedi, and the duo chased the assassin down. When they caught her, she was killed by a poisoned dart before she could reveal the name of the person who issued her orders.



## The Clone Wars

While Obi-Wan followed the trail of clues back to a bounty hunter named Jango Fett, Anakin was assigned to protect Senator Amidala while in seclusion on Naboo. The trail to Jango Fett led Obi-Wan to the mysterious planet Kamino. There he found a race of cloners with an army of soldiers they claimed was commissioned by Jedi Master Sifo-Dyas, who had died over ten years prior. Though he was perplexed by the development, Obi-Wan didn't have much time to mull it over, as Jango Fett attacked him unsuccessfully before fleeing the planet.

Meanwhile, Anakin and Amidala grew closer while in seclusion. Though Anakin was haunted by the memory of his mother, his love for Amidala grew every day they spent together. Eventually, Anakin's concerns about his mother overwhelmed him, and he was drawn away from the hideout in Naboo. With Amidala in tow, Anakin set out in search of his mother only to find that she'd been captured by a Tusken Raider hunting party.

In a failed attempt to rescue his mother, Anakin was briefly reunited with her long enough for her to die in his arms. In a fit of rage, he single-handedly destroyed the entire village of Tusken Raiders. Meanwhile, Jango Fett led Obi-Wan to the Trade Federation planet Geonosis. There, lying amidst a large concentration of Federation ships, was a large battle droid factory. Obi-Wan infiltrated the factory to discover Count Dooku and his followers secretly scheming to destroy the Jedi and overthrow the Republic.

Before he was captured, Obi-Wan sent out a call to Anakin and the Jedi Order. However, instead of following the Jedi Order's instructions to protect Amidala on Naboo, Anakin and Amidala went in search of Obi-Wan in hopes of rescuing him. When Anakin and Amidala arrived at Geonosis, they, too, were captured by Dooku's troops. Meanwhile, Supreme Chancellor Palpatine issued orders to create a grand army of the Republic, knowing full well that the army was waiting for him on Kamino. When the Jedi arrived on Geonosis to rescue Obi-Wan, they found that not only was he in danger, but so were Anakin and Amidala. The battle on Geonosis was short but fierce. Just as the Jedi's numbers began to dwindle and all hope seemed to fade, Master Yoda arrived with an army of stormtroopers.

Upon seeing Jedi Master Mace Windu defeat his loyal soldier Jango Fett, Count Dooku fled. Anakin and Obi-Wan followed Dooku and cornered him in a cave where the two Jedi engaged the traitorous count in heated battle. Dooku's skills were far superior, and he was able to fell Obi-Wan and sever Anakin's arm. Just as Dooku was about to destroy Anakin once and for all, Yoda arrived and rescued the two fallen Jedi. Foiled by his former master, Dooku fled once again—this time successfully.

Though he got away, Dooku did inadvertently reveal that a mysterious Darth Sidious was somehow controlling the Senate. Anakin and Amidala secretly married, but the damage had been done. Anakin had already taken his first step toward the dark side. The dark side of the Force grew stronger, and the Clone Wars began.

The Clone Wars spanned about three years and rapidly spread throughout the galaxy after the Battle of Geonosis. Though Count Dooku seemed the public mastermind of the Separatist strategy, he secretly answered to his Sith Master, Darth Sidious. Military actions were led by the cyborg General Grievous, and Dooku had a cadre of specialized underlings, including the bounty hunter Durge and the dark side warrior Asajj Ventress. Early in the war, Dooku's forces mined the hyperspace routes that connected the Core Worlds to the rest of the galaxy, effectively cutting off the Republic from the bulk of its resources and allowing the Separatists relative freedom of movement in the Outer Rim. To match this maneuver, the Jedi entreated the Hutts to share their control of the Outer Rim, allowing the Republic to move their vessels through Hutt-controlled space.

Over the course of the war, public opinion of the Jedi Order waxed and waned. Their early defeats underscored their vulnerability, and their reluctant adoption of the rank of general caused them to be blamed for many of the missteps in the Clone Wars. Still, there emerged champions like Anakin Skywalker and Obi-Wan Kenobi, respectively dubbed the Hero with No Fear and the Negotiator by an approving public. Heroes arose similarly on the side of the Separatists.

## Lightsaber Duels and Jedi Alliance

And it is during these perilous times that we begin our adventure. You may know the inevitable outcome of Sidious and the Empire—how the rise of a young Jedi named Luke Skywalker was the demise of Darth Vader and his master, Lord Sidious. But how were the Jedi able to curry the favor of the scoundrel Jabba and the Hutts during the Clone Wars?

Prepare, for it is during these dark days that our adventure will take place. But first you must know the ways of the Force....

## How to Use This Book



### TIP

**Whenever you see one of these Tip boxes, stop and meditate on the information contained within. These boxes provide tidbits of information that help you increase your abilities, improve as a duelist, and often enhance your experience overall.**



## NOTE

Notes are supplementary bits of info that may not enhance your abilities or experience, but will provide info on the game or the book. You can live without these, but if you thirst for knowledge, read them.

## CAUTION

Other boxes may make you a better duelist or a notch smarter, but only Caution boxes will keep you alive. The sole purpose of these boxes is to provide you vital warnings of dangers that lay ahead.

## HEALTH TRIGGERED EVENT

Sidebars like these will often contain different types of supplemental information. In the Challenge section of "A Duelist's Profile," for example, it will detail background info on the challenge at hand.

## A Duelist's Profile

We've organized this book as efficiently as possible. So while introductory chapters like this and the Modes chapter may have a brief synopsis of what to expect from the book or the game, the real bulk of the information is provided in the "A Duelist's Profile" section. There you will find everything from signature combos to beating Challenge and Battle mode fights!

**Character Bio:** This section has all the information about your chosen duelist's background and their physical appearance. Usually, a fighter's bio will provide you a small glimpse behind their reason for fighting.

**Stats:** This table shows a fighter's strengths and weaknesses. Ratings range from 0 (weakest) to 5 (strongest).

**Costumes:** Check out your chosen one's optional costumes! Alternate costumes are purely cosmetic but are tons of fun to unlock!

**Fighting Style:** A short description of your duelist's fighting style provides great info on their combative tendencies and helps you know how to handle them in combat. This information is great playing as and against a particular fighter!

**Combo Table:** The combo table details all five of a fighter's signature combos. The letters in the table refer to Wii Remote actions: U is for Upward swing, D is for Downward swing, L is for Left swing, R is for Right swing, and S is for Stabbing. Diagonal motions don't correspond to any kind of attack, so keep your motions clear and concise. But more on that in the controls chapter.

**Challenge Boxes:** These boxes contain everything on a particular task in Challenge mode. Everything from opponent, arena, and challenge requirement is listed here.

**Motivation Boxes:** These boxes provide a glimpse into the motivation behind a particular challenge. After all, the Jedi don't fight just to fight. Everything has a purpose.

**Challenge Strategy:** The text and accompanying screens in the Challenge section tell you everything you need to know on how to successfully complete the listed challenge. Mind you, there are several ways to accomplish a task, but the methods detailed in this section are proven to be successful.

**Battle Mode:** Battle mode fights are not restricted with specific tasks. The strategies in the Battle Mode section of a fighter's profile detail proven ways to defeat every opponent.

## Campaign Walkthrough

In Campaign mode, you participate in many key and side battles. Because the battles in Campaign mode are predetermined, you will often take control of either Ahsoka Tano, Obi-Wan Kenobi, or Anakin Skywalker. Each of the key battles in Campaign mode are broken down round by round to provide detailed strategy on how to emerge victorious through the Clone Wars.

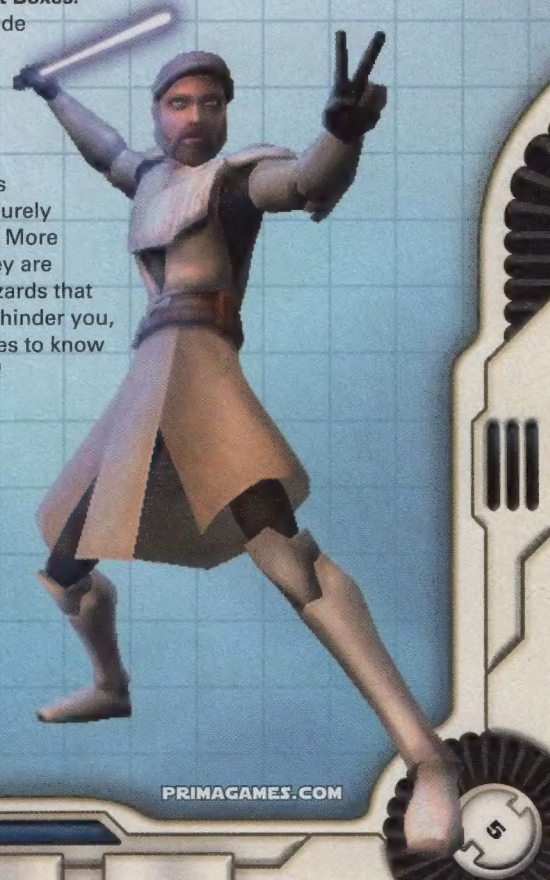
**Breaking News:** Like the Motivation boxes in a duelist's profile, the Breaking News section provides information on the events leading up to the battle.

**The Duelists:** The combatant on the left is always the player-controlled character. Your opponent is on the right. Check the Stat boxes below to see how they match up!

**Round 1 and Round 2 Strategy:** This is strategy for each round of every fight! Everything from strategy on how to fight to the events happening between and after the fight are covered.

## Health Triggered Event Boxes:

These boxes provide information on environmental effects that are triggered by your or the opponent's health. Sometimes these events are purely for entertainment. More often than not, they are environmental hazards that can either help or hinder you, so read these boxes to know what you're in for!





# MODES

Many of the modes detailed below vary in difficulty, which you choose at the game's beginning. However, some modes require that you select a particular difficulty setting in order to unlock certain challenges. Difficulty settings, from easiest to hardest, are Youngling, Padawan, Jedi Knight, and Grand Master.

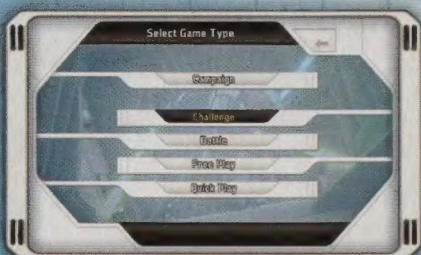
## Campaign Mode



In Campaign mode, you play through several key battles from *The Clone Wars*. Because the events of the Clone Wars are prescribed, you are restricted to playing as either Anakin Skywalker, Obi-Wan Kenobi, or Ahsoka Tano. As you progress, you will unlock different chapters in the Clone Wars story. Once unlocked, you could come back and either play any previously unlocked chapter or pick up where you left off. The battles in Campaign mode have no time limits or restrictions, so take your time and enjoy being a hero of the Clone Wars.



## Challenge Mode



In the unique Challenge mode, you are tasked with completing certain tasks in a series of four duels. Fight challenges range from simply defeating your opponent within a time limit to performing several combos before defeating the

enemy. After selecting Challenge mode, choose your fighter, then cycle through his or her four challenges. In order to attempt a Challenge, you must first meet the difficulty requirement. Some fighters' challenges may only be played at Grand Master difficulty, while others are playable at Padawan.



### TIP

Check the "Secret Jedi Scrolls" chapter to find out how to unlock all of the Challenges for every fighter!



# Battle Mode



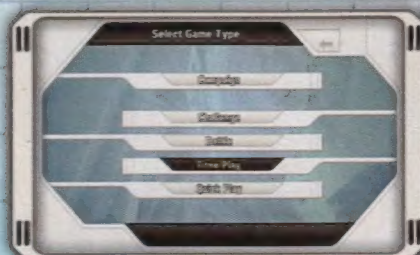
Like Campaign mode, the fights in Battle mode are predetermined. That means that, depending on your chosen fighter, his or her opponents will be chosen for you. Unlike Campaign mode, these fights don't follow the Clone Wars plot but instead create unique matchups depending on the fighter. If you stop halfway through Battle mode, you won't be able to pick up where you left off. Consider Battle mode a six-fight test of endurance. There are no time limits, special requirements, or restrictions on these fights, so simply do your best and beat your opponent.



## NOTE

Unlike Challenge mode fights, these duels aren't locked to any one difficulty. You can complete Battle mode on any difficulty you choose.

# Free Play Mode



In Free Play mode, you can play whatever you choose. After selecting your fighter, you can select your opponent and the arena in which to duel. Though there are no specific tasks to complete other than to defeat your selected opponent, Free Play mode is a perfect way to practice your skills. If you're having trouble defeating an opponent in a different mode, come to Free Play mode to re-create the challenge and practice! You can choose this mode in single-player and multiplayer.



## NOTE

The fight difficulty is determined by whichever difficulty you choose at the start of your game.

# Quick Play Mode



In Quick Play mode, you are thrown into a fight without having to make any choices. After selecting Quick Play, your fighter, opponent, and the arena are chosen for you. Though the loading screen does offer you a hint of which fighter you might be using, the best part about Quick Play is that you don't know what lies ahead. That forces you to practice your skills with any duelist in any arena! This mode can be chosen in single-player and multiplayer.



## THE WAY OF THE SABER

### HUD (Heads Up Display) and Basic Controls

While Campaign mode has a very useful tutorial, the following pages will cover everything from basic controls to advanced combat techniques.

**Force Gauge:** The hexagon bars surrounding your fighter icon are your Force Gauge. By successfully parrying blows, hitting an opponent with Force-thrown objects, or landing combos, you fill each of the six bars that make up the gauge. Once it is full, you can unleash your Charged Combo. If you miss with the Charged Combo, the sixth bar will empty and you'll have to refill it again for another attempt at a Charged Combo.

**Current Move:** This displays the name of your current move.

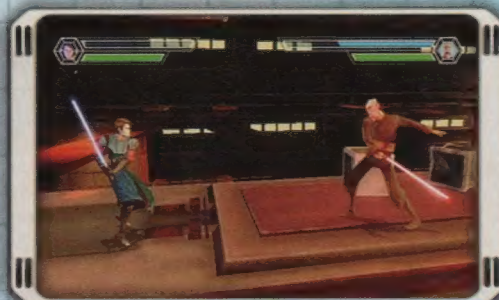
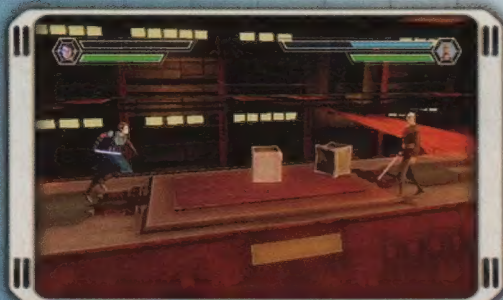
**Previous Move:** This displays the name of your previous move.

**Force Energy:** This Force Energy can be spent on attacks such as Force Throw and Force Lightsaber Attacks. Your Force Energy slowly refills over time, but you can refill it more quickly by successfully landing blows on your opponent.



**Health:** The green bar measures your health. Once completely depleted, you are defeated. If you are defeated once, the green bar becomes orange. After it is depleted a second time, you lose the duel.

## Movement



Action	Control
Move	○

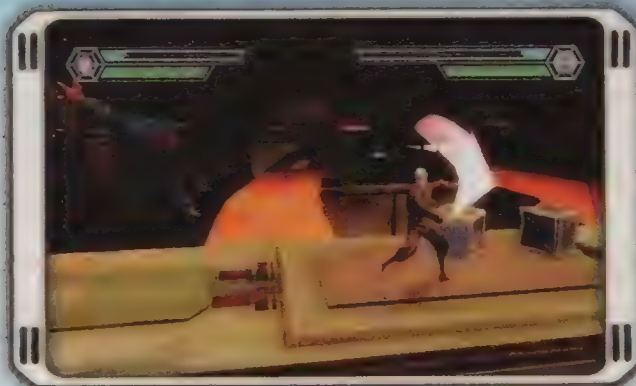
To move about the arena, press ○ in the direction you want to move. When moving toward your enemy, your fighter will always run. When backing away, your fighter will cautiously

step backward, keeping his or her eyes locked on the opponent. Pressing up and down on the control stick (○), however, will move your duelist farther into the background or closer in the foreground of the arena. Keep this in mind as you fight, because your movement and the corresponding actions on the control stick will change depending on which direction you are facing and where your opponent is located.

For example, if you're deep in the arena and the opponent has his back to the screen while standing in the foreground, then pressing ◀ or ▶ will move your fighter left or right in the background. If you wanted to walk toward your opponent in the foreground, press ○. Similarly, if you're in the foreground and your enemy is in the background, press ○ to move toward him rather than sidestepping left or right.



## Evade and Leaping Slash



Action	Control
Backflip	○ (away from the enemy), ◎
Forward flip	○ (toward the enemy), ◎
Sidestep or evasive roll	○ (to your left or right), ◎
Leaping Slash	○ (toward the enemy), ◎, then downward slash as you land

Pressing ◎ by itself will perform an evasive backflip. But by using ◎ in conjunction with the control stick (○), you can perform a series of evasive maneuvers around the arena. Learn to combine your movement with the Evade button to deftly outmaneuver your opponent in battle. Evasive maneuvers allow you to dodge attacks and circumvent an enemy's defense and attack.

Evasive maneuvers require that you use the control stick, so they're governed by the same rules as basic movement. That means that left and right aren't always going to move you forward and backward, so keep in mind the direction you're facing when attempting to dodge. One of your most useful attacks is a Leaping Slash. By combining a downward slash attack with an evasive forward leap, you can dodge an enemy's attack and deliver a blow as you land behind them!

## Block and Parry



Action	Control
Block	Hold ▢
Parry	Hold ◎ then swing the Wii Remote in the opposite direction of the attack at the moment of impact

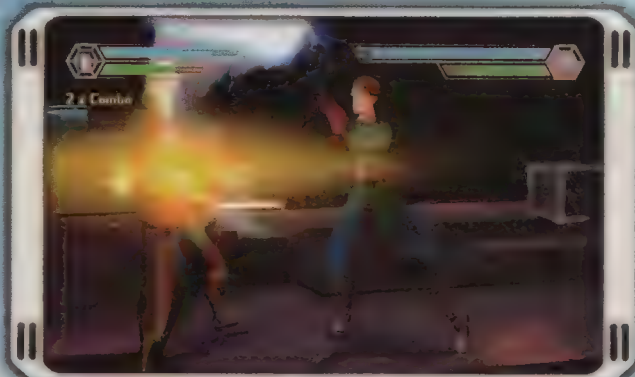
Perhaps no skills are more undervalued in lightsaber dueling than blocking and parrying. Fledgling fighters often take a brash, undisciplined approach to lightsaber combat and either forget, or intentionally ignore, the defensive aspects of battle. Seasoned warriors, on the

other hand, know that blocking and parrying often mean the difference between victory or defeat. To block, hold ▢ before your opponent delivers a blow. The incoming blow will often glance off your 'saber harmlessly. Keep in mind that blocking an attack deals a small amount of damage, and that the third blocked hit in a combo string will break a character's block, opening them up for the next strike.

A slightly more advanced technique, and one that you should always try to employ during battle, is to parry. Parrying begins like blocking, but it requires that you perform a counter-lightsaber swing in the opposite direction as the incoming attack. So if your opponent attacks with a left sideways slash, parry by blocking and swinging your Wii Remote in a right sideways slash at the moment of impact. If you're one second too late or too early, you might still block, but you'll fail to parry.



## Lightsaber Attack



The basics of combat are easy to learn—simply swing the Wii Remote in the direction you want to attack. However, using the basics to string together combos and formulate your own fighting style is another matter. At first it may seem as if your choices are limited, because there are only five different types of slash attacks (swinging the Wii Remote diagonally won't attack). In true Jedi form, though, lightsaber combat is kept from being overly and needlessly complicated. These five attacks are all you need.

To perform these attacks, keep your hand steady and make long sweeping movements with the Wii Remote. A flick of the wrist is all you may need at times, but if you're not precise, you may accidentally perform other attacks when you reset your hand to its most comfortable position. For example, if you start by moving from left to right, your hand will end in a position just right of where it started. Your instinct will be to move your hand back to its original position—back left—and you'll perform a left slash attack when you might have wanted to follow up with an upward swing. By using longer sweeping motions, you can string together more precise combos. You don't need to swing the Wii Remote across your body; just swing it enough so that your natural wrist movement doesn't complicate things for you.

Action	Control
Left slash (light attack)	Swing the Wii Remote left
Right slash (light attack)	Swing the Wii Remote right
Upward slash (medium attack)	Swing the Wii Remote upward
Downward slash (medium attack)	Swing the Wii Remote downward
Stab (lunge) (heavy attack)	Thrust the Wii Remote forward (as if poking the air)



### NOTE

After you become accustomed to lightsaber combat, you may be able to shorten the length of your swing.

## Force Attacks and Charged Combos

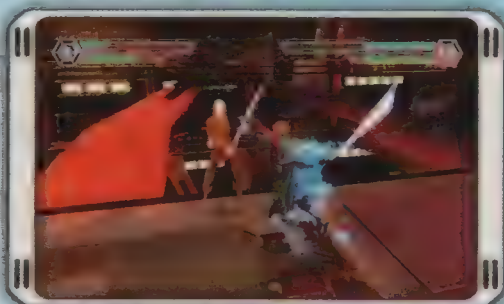
Force attacks or Force-imbued attacks are similar to normal 'saber slashes with one mighty exception—they're imbued with the power of the Force. That makes Force Lightsaber attacks substantially more powerful than normal attacks. You can only perform Force-imbued attacks when you have Force Energy to spend.

Furthermore, the damage inflicted by Force Lightsaber attacks depends on the amount of Force Energy you have. If your Force Energy bar is full, your Force Attacks will be more powerful than if it was low.

Use these attacks in between combos to spin your enemy around, slam them to the ground, or even knock them off the arena floor. These are some of the most useful attacks in any fighter's repertoire, so make frequent and smart use of them.

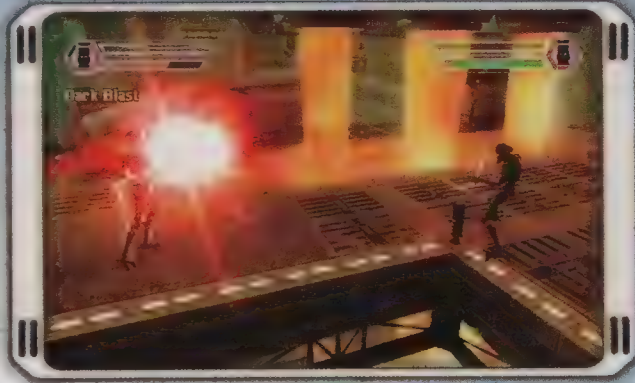
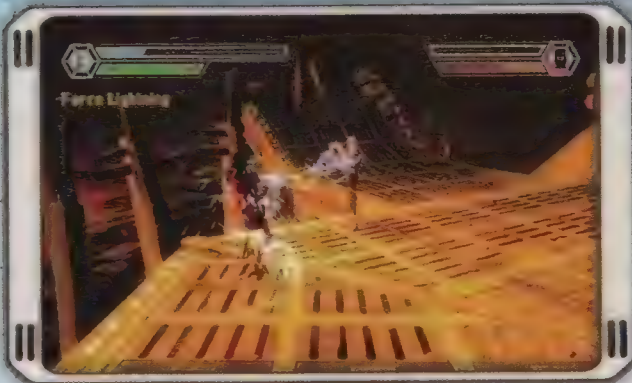
Charged Combos are special combos that you can use only after you've filled your Force Gauge. Once all six bars in the gauge are full, execute a Charged Combo to inflict major damage on your opponent.

Action	Control
Force sideways slash	Hold [Z] then swing the Wii Remote left or right
Force upward slash	Hold [Z] then swing the Wii Remote upward
Smash attack	Hold [Z] then swing the Wii Remote downward
Force Thrust	Hold [Z], then thrust the Wii Remote forward
Charged Combo	Once your Force Gauge is full, hold [Z] then swing the Wii Remote





## Special Attacks



Every fighter has a special attack. As long as the fighter has Force Energy, they can focus the Force, then unleash it in their own special way. Obi-Wan Kenobi, for example, can perform a devastating Force Blast that knocks the target back and off their

feet. If his Force Energy bar is full, his Force Blast will inflict major damage. If the Force Energy is low, then the blast might only nudge the enemy.

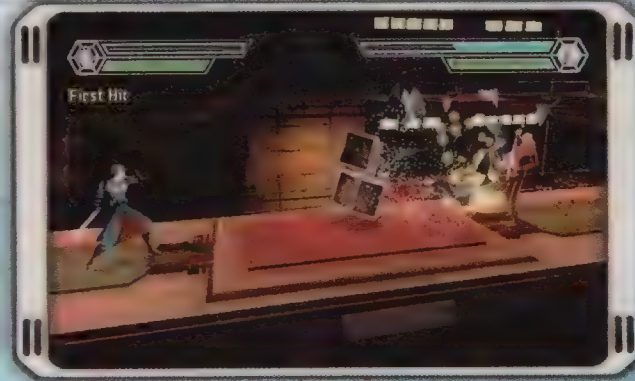
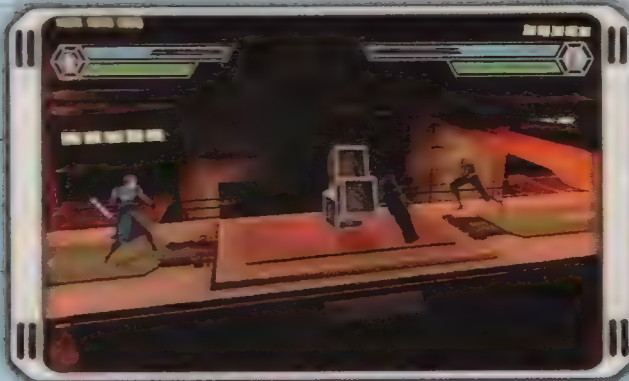
Some fighters who lack Force Energy, like Grievous or the EG-05 Jedi hunter droid for example, may not need it to perform their attacks. Instead, they use mechanical skill to perform a special attack. The EG-05 droid's special attack is a bolt of blaster fire from its palm!





### NOTE

Each fighter's special attack is listed in the Stats table of their profile in the Duelists chapter.

## Force Throw



Action	Control
Force Throw	Hold  , then flick Nunchuk

Nearly all combatants can use the Force to Force Throw objects. In every battle arena, there are several pieces of debris lying around. Hold  to pick up an object, then flick the Nunchuk in the enemy's direction to hurl it at them. Force Thrown objects knock your enemy off balance and off their guard, while simultaneously

charging your Force Gauge. While you need to have a minimum amount of Force Energy to Force Throw an object, the amount of Force Energy you have doesn't affect the damage done to your opponent.

Of course, that also means that fighters like General Grievous or the EG-05 Jedi hunter droid who lack Force Energy cannot execute Force Throws. While using the droid duelists, however, you can simulate Force Throwing by getting next to a tall, destructible object and using a sideways slash to cut the object and hurl it at your opponent.



## Advanced Combat Techniques

With the basics of combat down, you're ready to learn some advanced combat techniques. The following duel strategies will help you become one of the most powerful Jedi (or Sith) you can be.

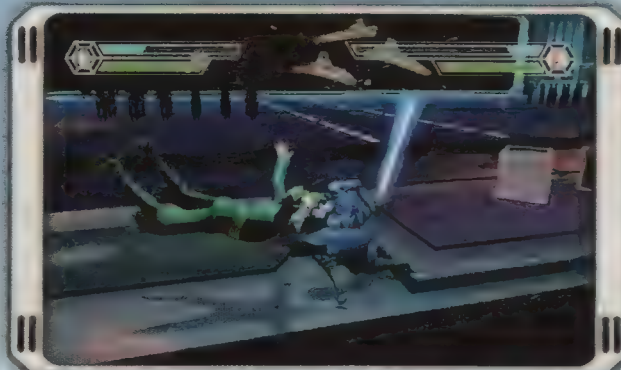
### Combo Technique



The lightsaber arts are easy to pick up but require lots of practice to master. Part of becoming a great duelist is knowing how to execute proper combos. For the following lesson, we will examine Anakin Skywalker's Determined Assault combo. To execute this, you must swing the Wii Remote in the following pattern: right, down, left, then up. Imagine that you are drawing a square with the Wii Remote in a clockwise formation. Otherwise, whether you realize it or not, your combo will be as follows: right, recenter, down, recenter, left, recenter, then up. For every time that you recenter (or reposition) your hand, you're adding unwanted Wii Remote movement and potentially ruining the combo.

We've touched on this a bit in the Lightsaber Attacks section, but the importance of proper combo execution is paramount! If you constantly recenter your hand, you'll often execute unwanted attacks midcombo. That is not to say that you shouldn't recenter your hand position to a comfortable place, but do so only after executing a combo. Think of a combo as its own separate action during a fight, and string them together with shorter two- and three-hit combos.

### Circumvent the Defense



No plan of attack is effective if your blows don't hit their mark. To make sure you can successfully dish out some damage, you'll often have to break through or circumvent an opponent's defenses. Fighters like Count Dooku are exceptionally skilled at defensive techniques and can often drag out a match until it's in their favor. Luckily there are a few techniques at your disposal for breaking through an enemy's defense. The first and most effective way is to use Stabbing (or lunging) attacks. Thrust the Wii Remote forward while an enemy's guard is up and you'll greatly increase the chances of knocking them off balance and pushing through their block.

Another is to use leaping slashes and Force Thrown objects to get around their defense. As the enemy carefully stalks around the arena with their guard up, use leaping slashes to jump over their defense and slash at their weak side. The blow will simultaneously get around the block and knock them to the ground. Force Thrown objects can work in a similar manner. Instead of rushing around or busting through an enemy's defense, use objects as a lead-in to the attack. By Force Throwing an object at the enemy's rear or flank, you can knock them off balance and create an opportunity to strike. Of course, if the object hits the enemy's sword, all is for naught, so make sure you're hitting an unprotected side.

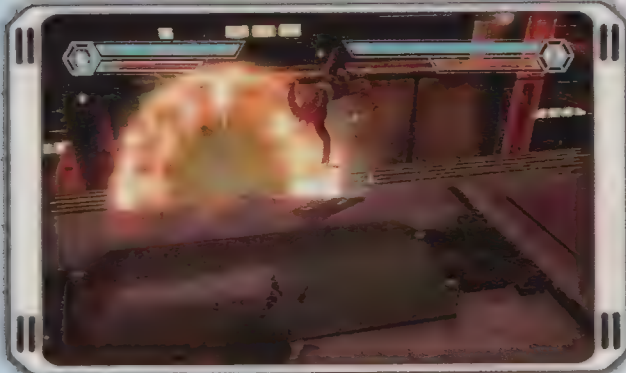


**TIP**

Sideways Force attacks are also great for spinning enemies around and exposing their weak side.

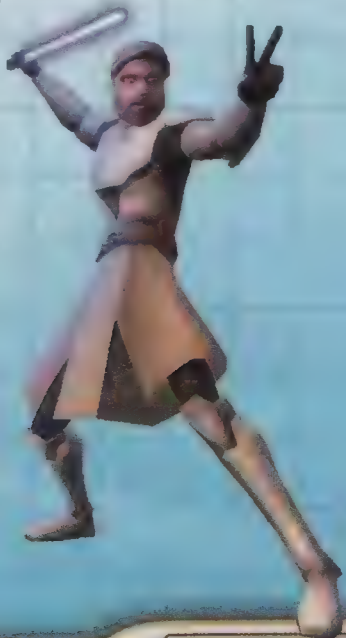


## Be Mindful of the Environment

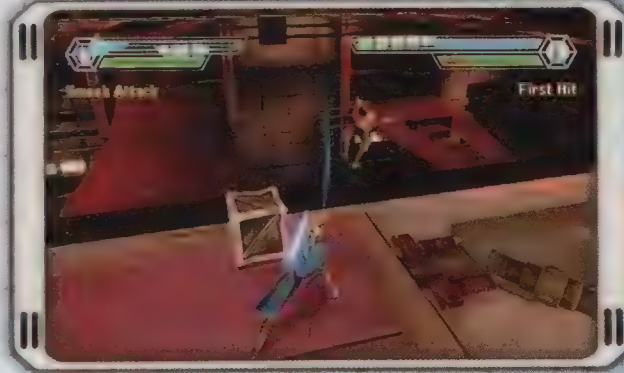
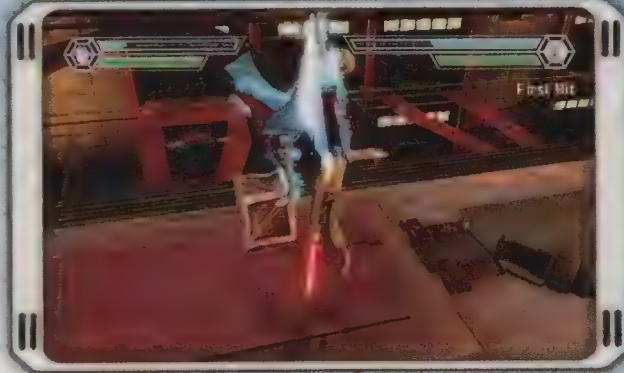


Nearly every environment has at least one environmental hazard that you can use to your advantage. While battling in the Droid Lab, several electrical conductors will often release dangerous currents of energy that can simultaneously stun an enemy and zap their health. Learn the environments so you can detect these hazards and be better prepared during combat. By learning to recognize certain cues, you can maneuver your enemy into position and let the hazard fall on them.

Each arena is different, so read the "Battlegrounds" chapter to learn more about each. And be forewarned: the hazards can hurt you as well....



## Be One with the Arena



Certain arenas are perched high above a dangerous location. Whether it be a Sarlacc pit or the molten lava of the Mustafar landscape that lies far below an arena, no fighter wants to be knocked off. Use Smash attacks to fling your foe off the arena and inflict some damage. The real fun doesn't begin, though, until they recover from the blow and leap back onto the main arena. After knocking them off, back away from the edge and give them space to return. Usually they'll return with a downward slash in hopes of exacting some small amount of revenge. When their attack misses, they're vulnerable to a follow-up attack. Act quickly—rush in while they're vulnerable and strike with a combo!

Knocking enemies off the arena can also be used as a defensive measure. If you're running low on health and need to create some breathing room, stay out of reach of the enemy's 'saber and use Smash attacks to knock them off the platform. One or two Smash attacks can be the difference between losing a match and a come-from-behind victory.



## BATTLEGROUNDS

### NOTE

Various levels have Health Triggered Events. These events can be anything from environmental hazards to those that happen in the background for entertainment value only.

## The Resolute

The main hangar of Anakin Skywalker's Venator Star Destroyer, the Resolute, becomes a makeshift arena as the Y-wing squadron prepares for battle.

### First Round



The Resolute is a small, medium-sized battle arena. There are no environmental hazards, but the various boxes and ship parts scattered about make this a great arena for someone with a high Force Energy rating. These fighters can Force Throw the projectiles and quickly fill their Force Gauge.

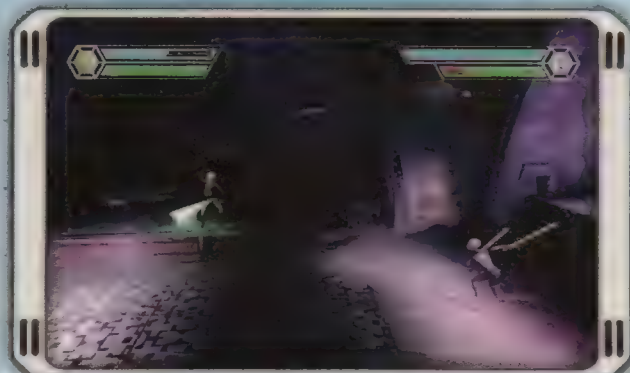
### NOTE

There is only one area for fighting on the Resolute, so both rounds take place on the hangar. There are no Health Triggered Events in this arena.

## Teth Castle Dungeon

Situated atop a mesa overlooking the Teth jungle, there is a seemingly abandoned monastery.

### First Round



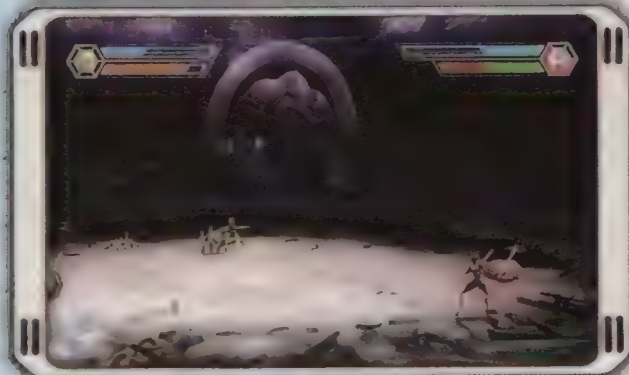
The first round of battle in the Teth Castle Dungeon takes place on the dungeon's top level. There, the arena can be split into two areas, the foreground with several pieces of debris and the raised background. The multitiered environment is better suited for fighters with good Force Energy and Agility ratings.

### HEALTH TRIGGERED EVENT

If a Jedi player is reduced to 75 percent health, super battle droids enter the fray through the rear grate. If a Sith or Sith minion player is reduced to 75 percent health, clones enter the fray through the rear grate. These events are mutually exclusive; if one is triggered, the other will not be.



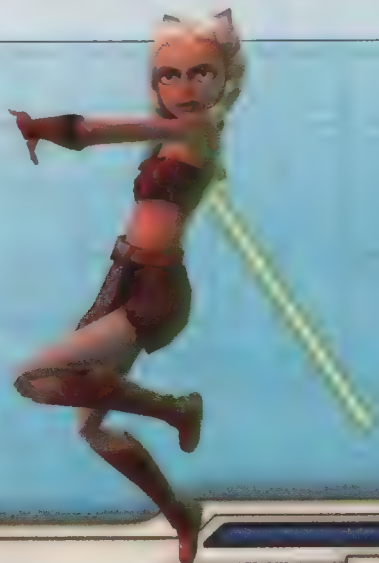
## Second and Third Rounds



The second and third rounds of battle in the Teth Castle Dungeon take place in the dark and dank depths of the rancor pit! This is a medium-sized arena with a decent amount of depth. There are no raised or tiered areas on which to fight, but the many rancor beast bones lying around make it a great place for fighters who have high Force Energy ratings.

### HEALTH TRIGGERED EVENT

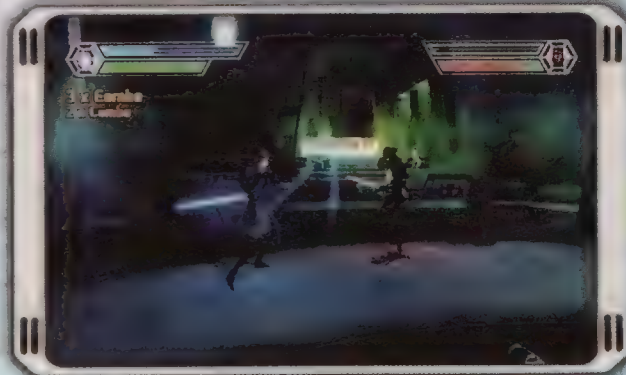
If a Jedi player is reduced to 90 percent health, battle droids emerge to battle the rancor in the background. If any Sith or Sith minion player is reduced to 90 percent health, clones emerge to battle the rancor. These events are mutually exclusive; if one is triggered, the other will not be.



## Teth Castle Ramparts

The shadowy chamber of the abandoned monastery leads to the stone bridge high above the clouds.

### First Round



The first round of battle in the Teth Castle Ramparts takes place inside the large, circular castle tower. The wide-open area is perfect for combo technicians and speedy combatants. The room is so large that it makes speedy fighters harder to catch and gives duelists with high Combo ratings enough room to move around and develop their attacks. Since there is significantly less debris lying around this area than in others, fighters can still use Force Throw projectiles but might meet with less success since the target has more room to dodge and projectiles might have to travel longer distances.

### HEALTH TRIGGERED EVENT

If either player is reduced to 75 percent health, the door at the arena's rear will open and a battle will take place between the clones and the droids.



## Tatooine Dune Sea

On a bleak, barren region of the desert planet Tatooine, known as the Dune Sea, a battle takes place amongst the bones of Krayt Dragons and ancient ruins.

### Second and Third Rounds

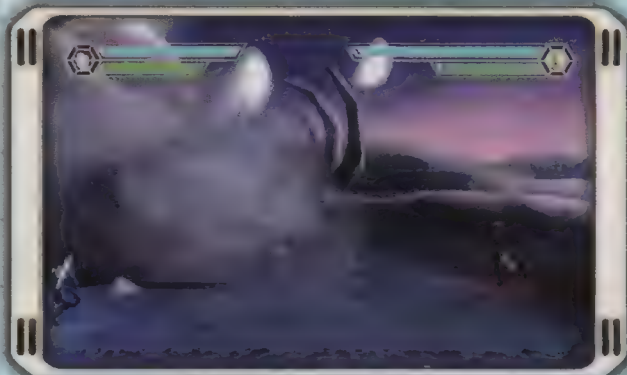
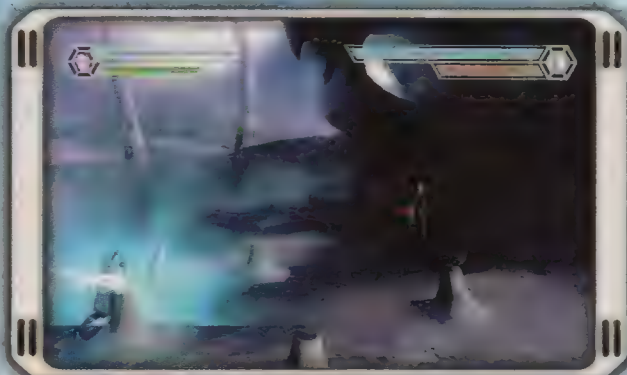


Unlike the wide-open area of the rampart tower, the bridge is a slightly smaller and restrictive space. This accommodates duelists who excel in close-quarter combat and who have higher Force Attack ratings. With a high Force Attack rating, a fighter can inflict more damage with shorter, quicker attacks. Fighters can also use Smash attacks and strong combos to knock enemies off the bridge on the far left.

#### HEALTH TRIGGERED EVENT

If either player is reduced to 90 percent health, a vulture droid will come screaming out of nowhere, crashing into the bridge and smashing off a large section that falls into the abyss. If a Jedi player is reduced to 75 percent health, the Twilight will fly past in the background under fire from a horde of vulture droids. If a Sith or Sith minion player is reduced to 75 percent health, the Twilight will fly past, attacking several vulture droids. It eventually will zoom past the arena and release a big pile of crates from its cargo hold, destroying the pursuing vulture droids. When either player is reduced to 50 percent health, a mighty Venator will begin to pass over the level.

### First Round



The first-round arena is surprisingly complex for a desert. This large area is littered with Krayt bones to use as projectiles, and even fighters with no capacity for the Force can hurl the teeth on the arena's far left. On occasion, a small transport shuttle will zip by overhead and leave a short sand wake that can disrupt combat. If you time it just right, you can use the small sandstorms to interrupt your opponent's attacks.

#### HEALTH TRIGGERED EVENT

If a Jedi player is reduced to 50 percent health, several vulture droids will perform a flyby and a gunship will crash into the ruins in the background. If a Sith or Sith minion player is reduced to 35 percent health, then three gunships will fly in the background over the arena, firing missiles as they go.



## Second and Third Rounds



The secondary area of the Tatooine arena is a long walkway inside the desert ruins. As the battle begins, several large spherical stones will drop from above. For a gifted fighter, they're perfect projectiles. On the arena's far right, several droid soldiers open fire into the main walkway, creating a small diversion near the arena's right. The long walkway is great for fighters gifted with strong combo skills.

### HEALTH TRIGGERED EVENT

If a Jedi player is reduced to 75 percent health, a gunship will crash in the background at center stage. If a Jedi player is reduced to 55 percent health, two vulture droids will do flybys.

If a Sith or Sith minion player is reduced to 80 percent health, a vulture droid will crash into the background on the left-hand side, destroying a group of battle droids. If a Sith or Sith minion player is reduced to 55 percent health, a gunship will descend into the background, fire at some battle droids, then exit (this event loops). Also, a vulture droid will perform a flyby from left to right.

## Separatist Listening Post

On one of the Three Sister Moons of Ruusan, a giant sky station floats in the skies above the surface, serving as a communications center for the Separatists.

### First Round



The Separatist Listening Post is a crescent-shaped arena abuzz with activity. While the arena is free from environmental hazards and debris, the background is often the picture of turmoil. When fighting on the Listening Post, keep a close eye on the floor panels. Once broken, they periodically explode in short bursts of electricity. Stepping

on them won't hurt you, but the electrical charge might slow you down a step. There are very few objects to throw, so this arena, like the Teth Castle Rampart bridge, is great for fighters who excel in close-quarter combat.

### HEALTH TRIGGERED EVENT

Each Health Triggered Event will play only once and will not trigger until the previous event has played out, so if you trigger one event quickly, you might miss out on seeing all the events. Once either player gets reduced to 90 percent health, the gunship parked on the level's left side takes some laser fire and explodes. When either player is at 80 percent health, a gunship will fly in and land on the right platform, where it drops four clones that proceed to the main background platform and start firing on the droids in the distance. Once either player gets reduced to 70 percent health, a vulture droid careens out of control from the left and collides with the large radar dish on the sky station, causing the dish to detach and pass over the arena dropping debris.

Once either player gets reduced to 60 percent health, the gunships hovering in the background will fire several missiles that destroy all the droids; then they explode and fall out of sight. Once either fighter loses 50 percent health, the Twilight takes off and R2-D2 and Goldie come down to the platform in the background and begin fighting. At 40 percent health, Yoda and some clones will do a quick flyby at the front of the level.



## Second and Third Rounds



During the second and third rounds, the Separatist Listening Post becomes unstable and begins to fall out of the sky! Explosions erupt everywhere, and the level begins to teeter back and forth. The arena remains the same for the most part, with the only notable difference being the chaos that ensues after the sky station begins to fall apart.



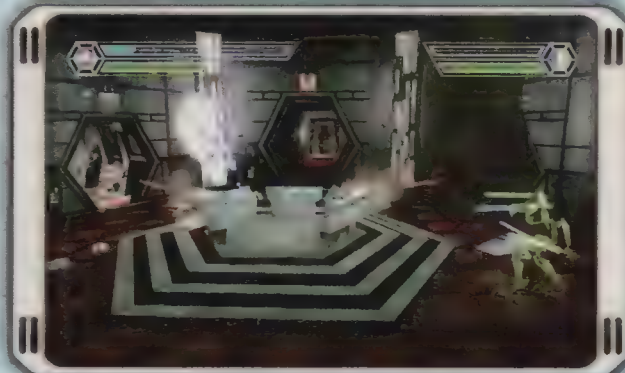
### NOTE

There are no Health Triggered Events during the second and third rounds of battle.

## The Tranquility

Having acquired the task of escorting a prisoner, the mighty Venator Class Jedi Cruiser "Tranquility" comes under attack by the Separatist army.

### First Round



Unlike other arenas, the Tranquility's circular, equipment-heavy bridge is an uncommon place for dueling. Add to that the constant threat of enemy fire from the surrounding hallways and you've got one of the best arenas for unconventional fighters. The console at the arena's center creates a small obstacle, while the various explosive charges make combat risky near the edges. This arena is perfect for the duelist who is good at a little of everything. You'll need all tools at your disposal to survive here.

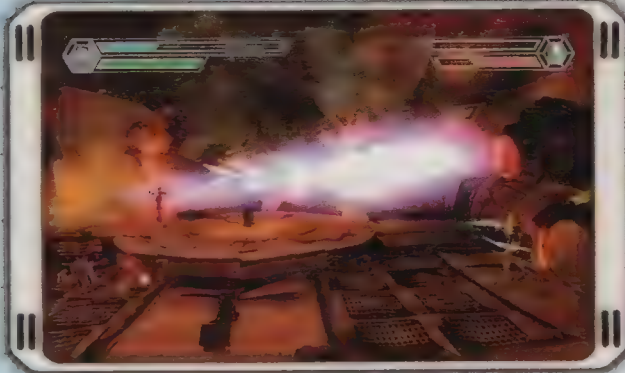
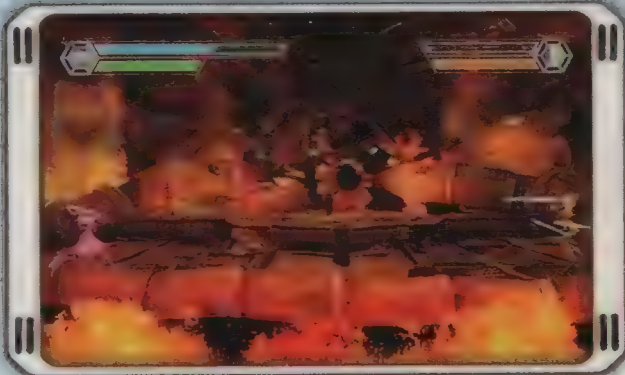
### HEALTH TRIGGERED EVENT

Once either player gets reduced to 95 percent health, the surrounding doors explode, revealing a heated battle between clone troopers and super battle droids in the background. At 70 percent health, detonators on the ground start to explode, one after another. If a Jedi player is reduced to 80 percent health and is fighting a Sith or Sith minion, the super battle droids in the left corridor start firing into the bridge.

If any Jedi player is reduced to 75 percent health and is fighting a Sith or Sith minion, the super battle droids in the right corridor start firing into the player space. If any Jedi player is reduced to 15 percent health, explosions occur in the central corridor. Clone troopers perish and battle droids run in.



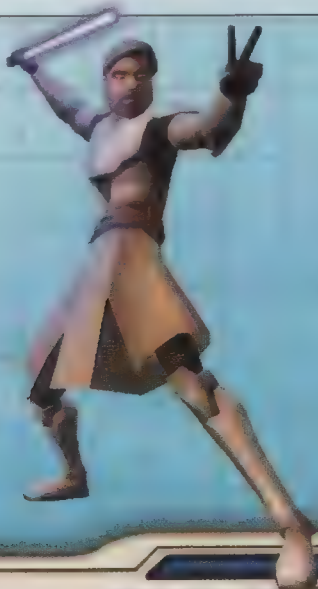
## Second and Third Rounds



After the first round, the battle moves to the Tranquility's engine room. There, the ship is on the brink of ruin with twisted metal that's red-hot from the heat of booster fire and uncontrollable flames. The little debris that trickles into the level appears once either combatant loses 5 percent health. By far the most dangerous environmental hazards are the boosters that periodically ignite after the control panels near the arena's center (one in the foreground, one on the raised platform in the background) have been destroyed.

### HEALTH TRIGGERED EVENT

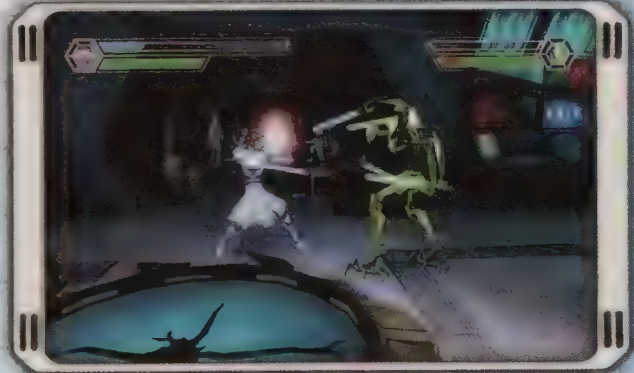
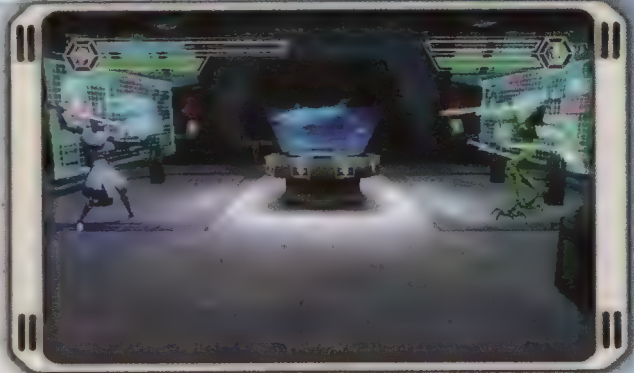
Once either player gets reduced to 95 percent health, debris begins falling in the background.



## The Negotiator

A mighty fleet of Venator-class Star Destroyers race to the Republic medical station to head off an attack by the Malevolence.

### First Round



The bridge of the mighty Negotiator is very similar to the Tranquility's first-round arena. It's a small, circular arena with plenty of equipment in the way. Unlike the Tranquility, however, the Negotiator's bridge has far fewer environmental hazards. Once the rear doors are open, stray blaster fire shoots into the main arena, causing moderate damage to whoever it hits. Aside from that, the arena is a great battleground for fighters skilled in combos and Force Attacks.

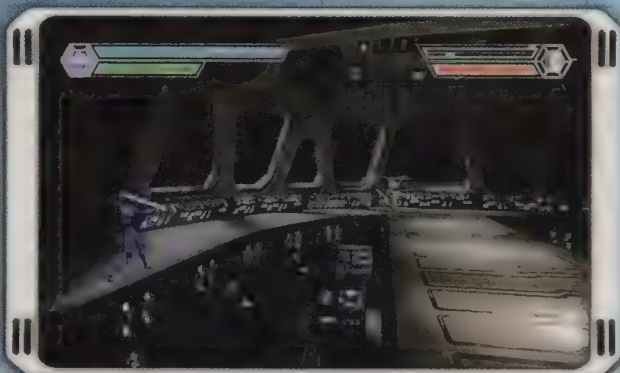
### HEALTH TRIGGERED EVENT

Once either fighter's health is reduced to 90 percent, the rear doors explode, revealing a firefight in the background. Super battle droid plasma bolts stray into the main bridge.



**HEALTH TRIGGERED EVENT**

## Second and Third Rounds



The Negotiator is by far the largest and most awkwardly shaped arena. Its viewing room is a large circular arena with a large walkway running down its center. Though there is little in the way of environmental hazards, the room does have a few throwable objects. Otherwise, this large battleground is perfect for lightsaber purists.

The Malevolence will arrive based on which of the following events is triggered first.

If any Jedi fighter is reduced to 90 percent health, Separatist frigates come out of hyperspace and begin firing on the Republic forces. After a short time, the Malevolence will come out of hyperspace to join the fray.

If any Sith or Sith minion fighter is reduced to 90 percent health, Republic Venators come out of hyperspace and begin firing on the Separatist forces. The Malevolence soon comes out of hyperspace and joins the fray. After a short delay, a phalanx of Y-wing, accompanied by Anakin and Plo Koon's starfighters, soars past to attack the Malevolence.

If a Jedi player is reduced to 65 percent health, several vulture droids attack the bridge of Obi-Wan's Venator, cracking the glass. One of the Republic Venators explodes and drifts from view.

If any Sith or Sith minion player is reduced to 65 percent health, several torrents and vulture droids begin fighting in between the spacecraft, and one of the Separatist frigates explodes and drifts from view.

If any Jedi player is reduced to 50 percent health, several torrents and vulture droids begin fighting in between the spacecraft. The second Republic Venator will explode and sink from view. After both Venators have been destroyed, the Malevolence begins firing at the bridge of Obi-Wan's Venator, causing it to shudder with explosions and arcing electricity.

If any Sith or Sith minion player is reduced to 50 percent health, several torrents and vulture droids begin fighting in between the spacecraft. The second Separatist frigate will explode and sink from view.





## The Malevolence

The devastating Malevolence uses high-speed jet cars to transport cargo throughout the huge Separatist starship.

### First Round



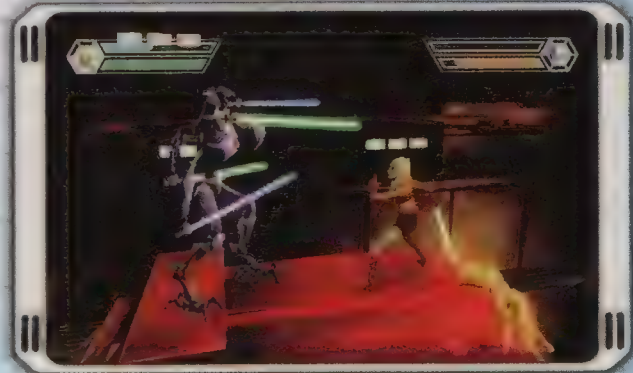
Like the Tatooine Dune Sea arena, the Malevolence arena is surprisingly complex, thanks in large part to the multicar, multitiered design. As you battle left or right along the many cars, the level changes from flat and open to cramped and multileveled. Another car, running parallel to the one you're fighting on, fires plasma bolts on you and your opponent from a distance, creating a constant environmental hazard. This makes the Malevolence the perfect arena for highly skilled combatants who can quickly switch styles.



#### NOTE

There are no Health Triggered Events during the first round.

### Second and Third Rounds



The second round of battle is much like the first. You continue the fight on the moving cars, depending on which car you ended the first round. There are no additional environmental hazards or debris.

#### HEALTH TRIGGERED EVENT

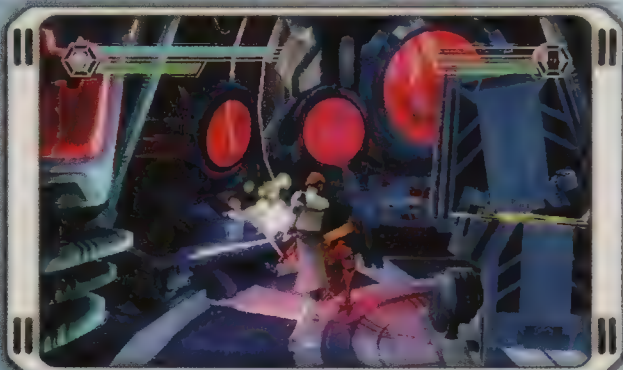
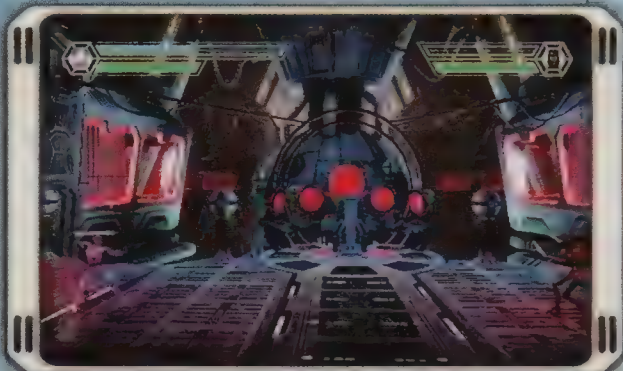
If any Sith or Sith minion player is reduced to 50 percent health, Plo Koon will appear in the background, chasing a group of vulture droids. If a Jedi player is reduced to 50 percent health, Plo Koon will appear in the background, being chased by a group of vulture droids. These events are mutually exclusive.



## Separatist Droid Lab

Deep within the secret and darkened laboratory, development nears completion on a new Separatist weapon—a droid that's capable of matching Jedi in combat.

### First Round

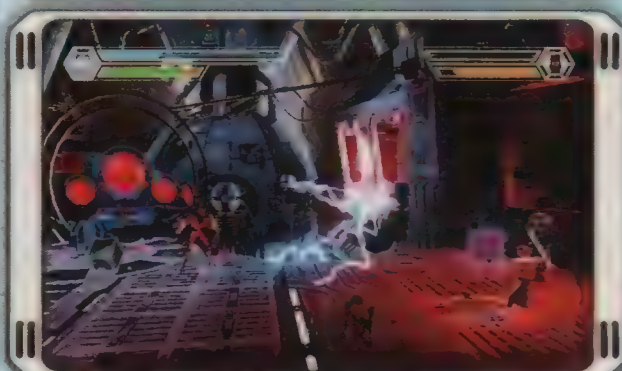
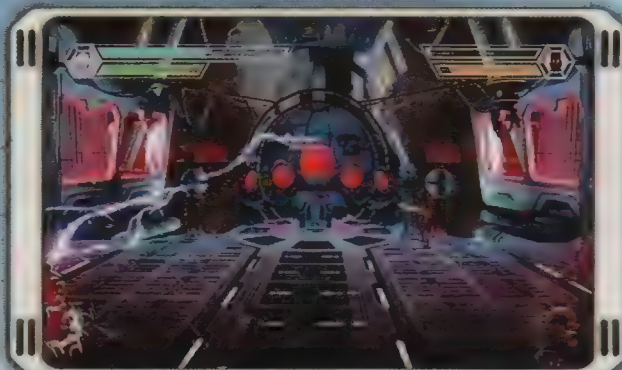


The Separatist Droid Lab is a large square arena with plenty of crates and equipment lying around for the ForceThrowing duelist. However, its wide-open space and precarious edges make it a great arena for combo specialists and fighters with a penchant for knocking enemies off the arena floor. The small control niche at the battleground's top center area is a perfect place to lure an enemy and pummel him with Force Attacks.

#### HEALTH TRIGGERED EVENT

Once either player gets reduced to 50 percent health, the core begins to shake as it starts overloading. Bolts of lightning arc from the core to the main arena floor.

## Second and Third Rounds



Though the location of the fight does not shift, the conditions in the arena do—severely. As the fight progresses and either combatant loses health, things get more charged. Wild bolts of electricity begin to surge throughout the entire arena. Keep a close eye on the reactors in the background so you can predict where the lightning will surge. Use this to your advantage and move your enemy into position just as the lightning unleashes!

#### HEALTH TRIGGERED EVENT

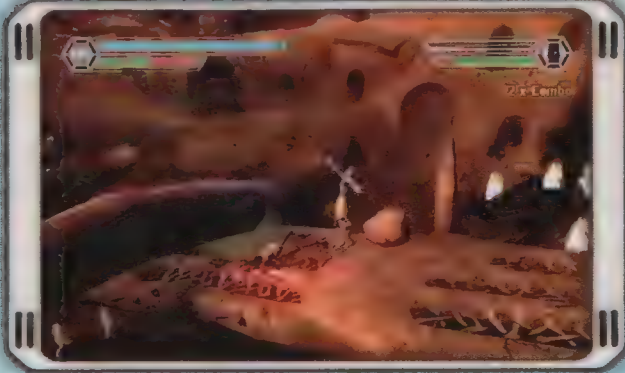
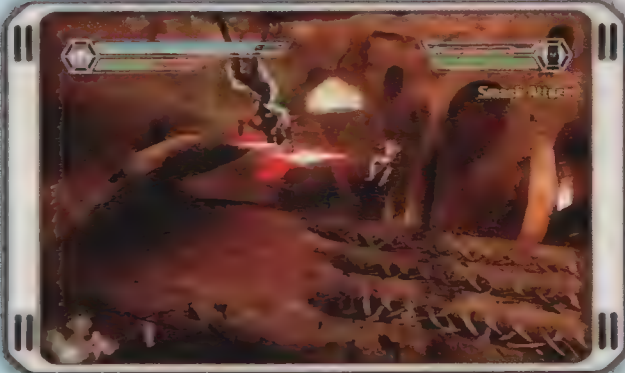
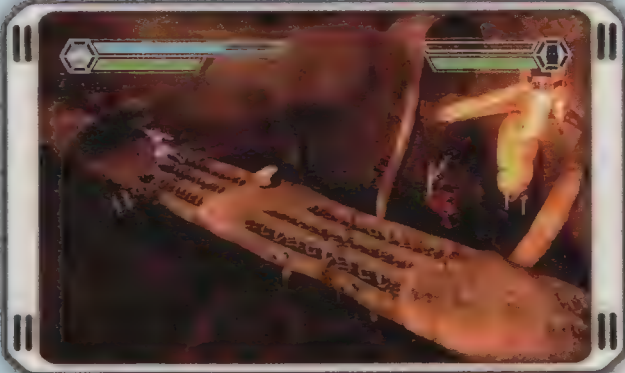
Once either player gets reduced to 95 percent health, the rate of the lightning bursts increases. Once either player is reduced to 60 percent health, the core begins to go critical, tearing the whole level apart as it shakes its foundations. The rate of lightning bursts increases again.



## Sarlacc Pit

A bridge amongst the ancient ruins sits over the gaping maw of a Sarlacc within Tatooine's Dune Sea.

### First Round



The Sarlacc Pit is a long, slender arena under constant threat of its rather large, and often unavoidable, environmental hazard. As you battle atop the long bridge, the sarlacc's tentacles whip down on the bridge, smashing you or your opponent to the floor. You can often guess which tentacle will slam down based on the tentacles' movements. If it begins to sway back and forth rapidly, move out of the way! This arena is also great for knocking enemies off the bridge and setting up combos. You can also pin enemies to either end of the bridge and overwhelm them with a barrage of blows!

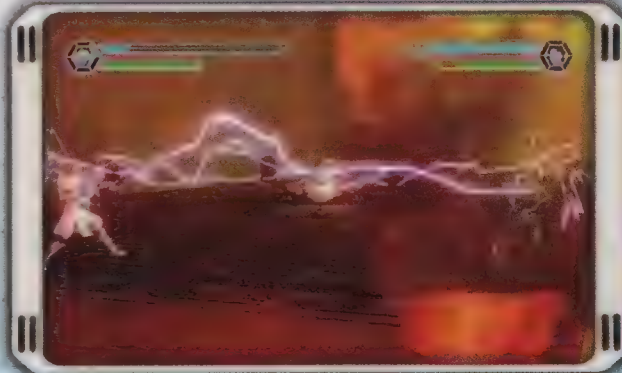
#### NOTE

There is no secondary area or Health Triggered Event.

## Mustafar

The fiery volcanic world of Mustafar.

### First Round



The fiery planet of Mustafar can be a shifty fighter's dream. The first round takes place atop a platform floating precariously over lava pits. Speedy fighters can use the wide-open circular platform to dodge enemy attacks and lure the enemy into traps as they wend around the starfighter at the platform's center. Better still, since nearly all sides of the arena are open, a clever combatant can knock the enemy off from nearly any angle. Once destroyed, the various power generators lining the arena's edges become a high-voltage system of ring ropes. Bully your enemy into a generator and watch the fun ensue as the generator explodes in a dazzling electrical display.

#### NOTE

There are no Health Triggered Events in Mustafar.




## Second and Third Rounds



The final rounds of battle on Mustafar take place on the planet's molten surface. The multileveled arena is wide open with a small lava pit near the far right. There aren't many pieces of debris, ledges, or any environmental hazards, so this is the perfect arena for lightsaber purists.

## Raxus Prime

 The toxic, waste-covered planet of Raxus Prime.

## First Round



The large circular arena is, like the second level of Mustafar, a lightsaber purist's playground. With little debris and no environmental hazards, the arena lends itself well to combo specialists and even shifty fighters with good agility. Bully-style fighters will have fun knocking enemies off the large platform, while combatants

who make great use of Force Energy attacks like Force Throw might struggle a bit to stay on their feet.

There are no Health Triggered Events or a secondary area for Raxus Prime.

## Separatist Droid Factory

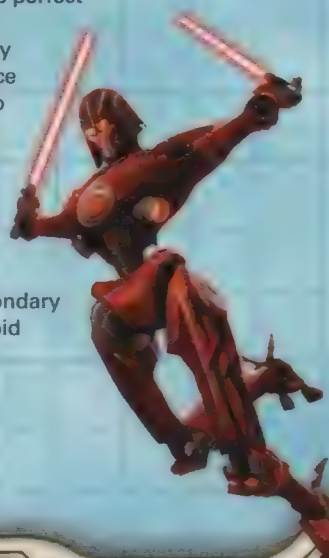
A Separatist droid manufacturing complex.

## First Round



The T-shaped arena of the droid factory is unique. It is the only T-shaped arena, and each of its three long legs has ample room to be a small arena all on its own. The long walkway running down the center is perfect for close-quarter combat specialists who rely heavily on Smash attacks and Force attacks while the other two segments of the battle-ground are wide enough for more skilled combo fighters to develop their attacks.

There are no Health Triggered Events or a secondary area for the Separatist Droid Factory.





## DUELISTS

## Ahsoka Tano

## Vitals

**Allegiance:** The Republic

**Rank:** Commander

**Class:** Padawan

**Species:** Togruta

**Height:** 1.61

**Saber color:** Green

**Banter style:** Spirited and fearless

**Force attack:** Force Blast

**Initial Force Energy:** 80

**Potential Force Energy:** 100

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	1	2	5	Force Blast

## Bio

Full of life and eager to prove herself, Ahsoka trains as a Padawan under Anakin. Though still learning the ways of the Jedi, she is an exceptional acrobat and a capable warrior. The Outer Rim is a dangerous place, and Ahsoka will have to push herself to the limits in the battles ahead.



## Fighting Style

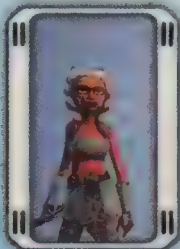
### Alternate Costumes



Standard



Alternate



Illum Battle Gear



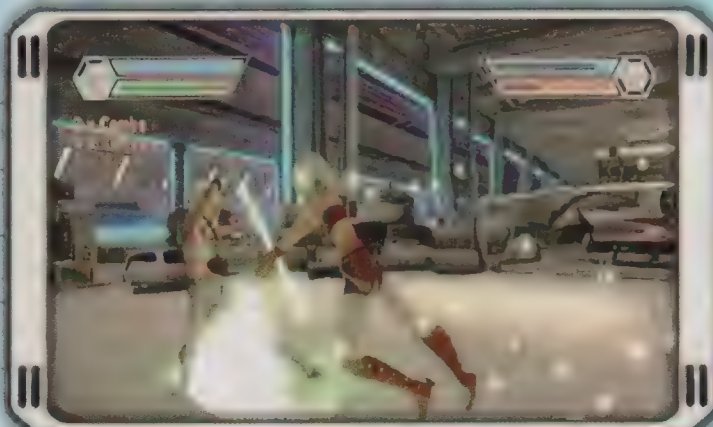
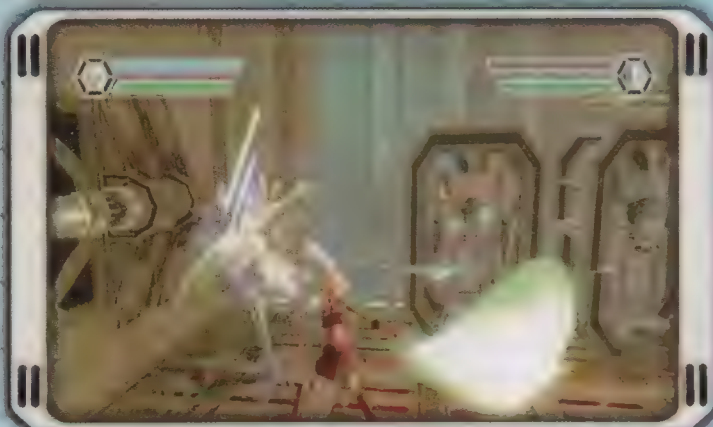
Training Outfit



Padawan Robes

#### NOTE

The costumes for all duelists are purely cosmetic.



The young Togruta Padawan uses athletic and energetic attacks to compensate for her lack of strength. She uses her Jedi training and her Togruta heritage as a basis for her attacks.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Shii-Cho Slash	Easy	L	R	L	D	N/A
Strength of the Sarlacc	Easy	L	U	D	U	N/A
Rise of Virtue	Easy	R	L	R	D	Obi-Wan
Determined Assault	Medium	U	R	D	U	Anakin
Sun Djem Strike	Easy	D	U	D	—	N/A



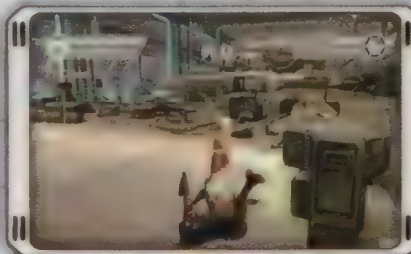
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Padawan Difficulty	Anakin Skywalker	The Resolute	Defeat the opponent in 3 minutes

### CHALLENGER'S MOTIVATION

Anakin and Ahsoka have a young father/teenage daughter relationship, full of unspoken affection, minor frustrations, and miscommunication. But underneath it all is genuine warmth and mutual admiration. Their banter is lighthearted, with flashes of sincerity. Ahsoka is eager to prove that she is capable of being Anakin's Padawan. She does not want to appear too young or unable to be his apprentice.



This challenge can be easily accomplished as long as you keep your three-minute time limit in mind. This may seem like a long time to win a battle, but when you consider that you must win both matches within the time limit, three minutes doesn't seem long enough. Fortunately, Ahsoka is agile and speedy, making her the perfect duelist for just this type of challenge.

With one and a half minutes for each round, you've got plenty of time to string together strong combos and signature attacks against your master. Use your environment to your advantage. Hurl crates and other objects at Anakin between combos, and use stabbing attacks to break through his defense to launch even more attack strings.

## Challenge 2

Requirement	Opponent	Level	Objective
Padawan Difficulty	Plo Koon	The Resolute	Defeat the opponent and use a Charged Combo

### CHALLENGER'S MOTIVATION

Ahsoka considers Plo Koon to be one of her oldest friends. He is the one who first brought her to the Jedi Temple, where she felt she truly belonged. She has a deep fondness for him. Plo Koon discovered Ahsoka on her homeworld of Shili when she was a small child, and he brought her to the Jedi Temple for training. In this challenge, Ahsoka wants to prove herself to her beloved friend.



The Resolute has a lot of scattered debris and crates. Use them as projectiles against Plo Koon, and use a series of combos, parrying, and thrown objects to fill your Force Combo Gauge during the first match. When you fill the gauge, unleash a Charged Combo on your opponent, then begin refilling it again.

You don't have to finish Plo Koon with a Charged Combo; as long as you win the duel and execute a Charged Combo in either round, the challenge will be successful. However, if you execute a Charged Combo and completely miss, you'll fail, so fill your gauge several times and execute Charged Combos as many times as you can.



## Challenge 3

Requirement	Opponent	Level	Objective
Padawan Difficulty	Obi-Wan Kenobi	The Resolute	Defeat the opponent and use at least one combo

### CHALLENGER'S MOTIVATION

Though she respects Obi-Wan as a high-ranking Jedi officer, Ahsoka feels that his use of patience over action prevents accomplishing goals for the greater good of battle. This challenge is a perfect chance to prove to him that patience is not always a virtue.



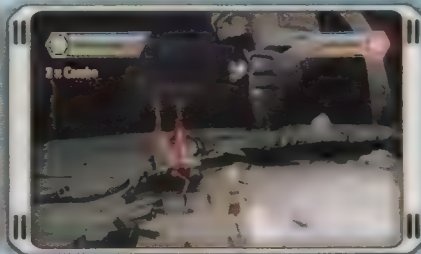
Of all Ahsoka's challenges, this is the most manageable. Because there are no time limits, there is no pressure to finish quickly. Simply face Obi-Wan in battle and fight a smart fight. Keep your guard up and use parries to set up your combos. All you need is one; as long as you execute it during either match of the duel (and win), the challenge will be successful.

## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asajj Ventress	Teth Castle Dungeon	Defeat the opponent

### CHALLENGER'S MOTIVATION

Since they first met and battled on Teth, Ahsoka has looked forward to someday facing Ventress again and putting an end to her. They have a strong hatred of each other, fueled in part by their respective rivalries with Anakin. Ahsoka is eager to prove herself by defeating the "hairless harpy."



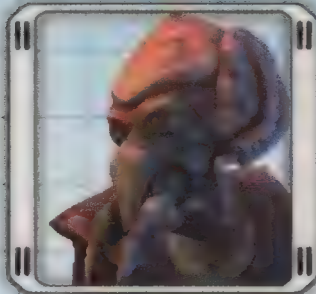
By far, Ahsoka's most difficult challenge is facing Ventress on Jedi Knight difficulty. The shifty Ventress is speedy, dual-wields, and can be extremely aggressive. Ventress can often match your speed and launch powerful dual 'saber attacks. Exar Kun's Assault is one of her most dangerous attacks, so keep a safe distance and pick her apart with short combos.

After whittling down her health to about half, increase your attacks. Stay in close and string together combos, charged attacks, and leaping strikes. Keep your guard up whenever you're not engaged in combat, and parry occasionally. Ventress will use every power at her disposal, so stay on the move to dodge thrown objects, and watch out for her leaping attacks. If she leaps over you, either dash away or catch her as she lands behind you.



## Battle Mode

### Versus Plo Koon



Battle Arena: Raxus Prime

The battle against Plo Koon takes place in a wide-open arena. Take advantage of the ample space. Koon can be cagey and very hard to corner. Stalk the Jedi Master around the arena with your 'saber raised, and parry his blows. Counterattack often and always follow up with combination attacks. Use your speed to match, and eventually overwhelm him.



### Versus EG-05 Jedi Hunter



Battle Arena: Sarlacc Pit

The fight against the Jedi hunter droid can be one of Ahsoka's most difficult battles. You face a difficult opponent, and you must contend with the Sarlacc's tentacles slamming against the battle arena. If they slam down on you, you'll be knocked off your feet and take some damage. Stay on the move and pin the droid against the arena's far edges. Pummel it with combos and charged combo attacks to dish out the

most damage. Whenever it charges its blaster, either dash away to dodge the blast or strike it with a stabbing attack to disrupt the droid's charge.



### Versus Count Dooku



Battle Arena: Mustafar

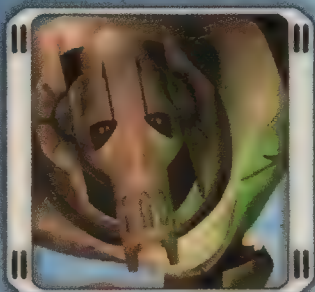
Dooku is a patient fighter. He won't try to overwhelm you with a flurry of attacks, and he won't execute a lot of leaping attacks to try and throw you off guard. Instead, he'll wait for you to attack and then counter with devastating efficiency. If you try picking him apart, he'll block, parry, or counterattack until you're done. However, if you attack and keep constant pressure on him, he'll be unable to constantly defend.

Force Count Dooku to go where you want him to go and bully him into environmental hazards. During the second match, use the multitiered level to gain an advantage. Hop onto raised areas, luring Dooku toward you, then ambush him from higher ground as he approaches.



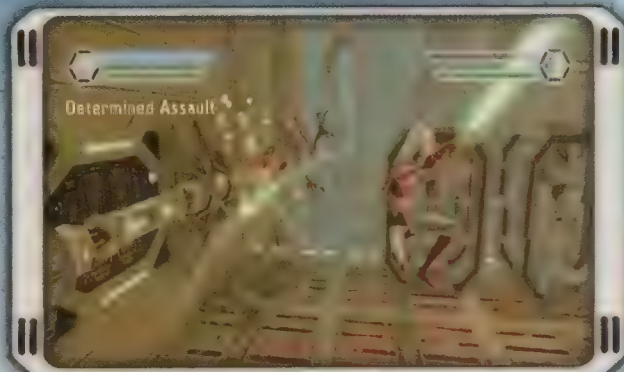


## Versus General Grievous



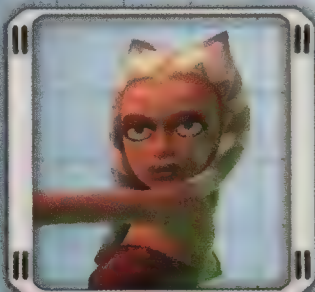
**Battle Arena:** Droid Factory

General Grievous can be a tough fight. His multi-lightsaber attack can be very difficult to parry or even defend. Stay on the move and use your speed to attack Grievous from all sides. Pummel Grievous from one side, then quickly shift to his other and attack. Keep the general on his metal toes and rivets. Steer clear of his Saber Storm attack by either rolling away or leaping over



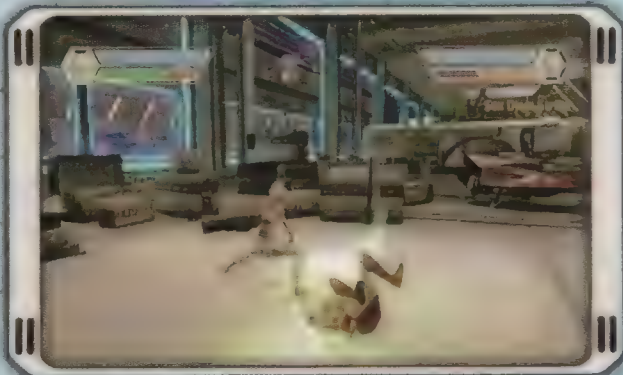
it. Corner Grievous against the arena's edge, spin him around with a Force-imbued attack, then follow up with signature moves like Sun Djem Strike.

## Versus Ahsoka Tano



**Battle Arena:** The Resolute

Facing yourself in battle is both a blessing and a curse. You know what you're capable of, so you shouldn't be surprised. Unfortunately, you have to deal with someone who is as agile and fast as you. Anticipate Ahsoka's attacks and parry her initial blows. Don't let her start any combo strings or you'll be in a heap of trouble. Parry attacks and counter with your own combos to keep your doppelganger on the defensive.



## Versus Asajj Ventress



**Battle Arena:** The Malevolence

Ventress is fast, furious, and very powerful. Refrain from standing toe-to-toe with the bald baddy and instead make her chase you. Dodge her powerful signature attacks like Exar Kun's Assault and Dark Acolyte Strike, then swing around to her rear and counter. As she approaches, use Force Combos to knock her away and spin her around. Use the arena's multiple areas to your advantage by making Ventress

navigate over barriers and across gaps. When she does, ambush her with strong combo strings.





# Anakin Skywalker



## Vitals

**Allegiance:** The Republic

**Rank:** General

**Class:** Jedi Knight

**Species:** Human

**Height:** 1.88

**Saber color:** Blue

**Banter style:** Confident and determined

**Force attack:** Force Blast

**Initial Force Energy:** 100

**Potential Force Energy:** 125

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	5	4	3	Force Blast

## Bio

As an accomplished Jedi and commander in the Grand Army of the Republic, Anakin has developed into a formidable warrior and tactician. Since the events at the Battle of Christophsis, he now shoulders the responsibility of mentoring a new Padawan, Ahsoka Tano. Learning to balance his mission priorities with his desire to guide and protect Ahsoka will create some difficult challenges that Anakin must overcome.



## Fighting Style

### Alternate Costumes



Standard



Alternate



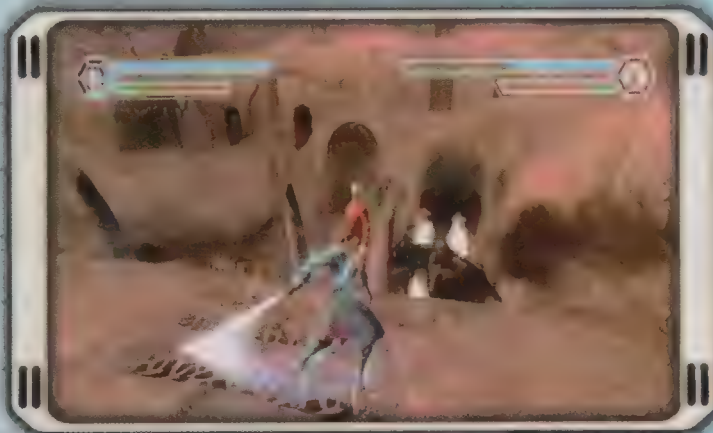
ARC Battle Gear



Tatooine Battle Gear



Jedi Knight Robes



Anakin is a powerful Jedi Knight with great lightsaber skills. He is one of the few duelists who can combine exceptional 'saber skills with strong Force Power attacks.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Stronger Combo with...
Tail of the Dragon	Easy	L	R	U	—	N/A
Jung Ma Assault	Easy	R	L	D	—	N/A
Dune Sea Storm	Medium	L	U	R	—	N/A
Focused Offense	Medium	U	R	D	U	Ahsoka Tano
Determined Assault	Hard	R	D	L	U	Obi-Wan Kenobi



# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Padawan Difficulty	Obi-Wan Kenobi	The Resolute	Defeat the opponent without using the Force.

### CHALLENGER'S MOTIVATION

Their challenge is one of playful camaraderie, like brothers competing with each other—there is genuine warmth and respect underneath. Sometimes Anakin's pride shines through, however. He feels a special attachment to Obi-Wan, who was like the father he never had. Master and apprentice have formed a special bond throughout Anakin's adolescence. In Anakin's own words, "Obi-Wan is a great mentor, as wise as Master Yoda, and as powerful as Master Windu; I am truly thankful to be his apprentice." But make no mistake about it—Anakin intends on winning this challenge.



Obi-Wan Kenobi is a skilled lightsaber duelist but is surprisingly susceptible to long strings of combos and signature attacks. Use a combination of leaping attacks to get around his defense and attack from behind. After dropping him with a leaping slash, catch the grizzled Jedi with a combination attack as he gets back to his feet.

After delivering at least one combo attack, back off a bit and employ a defensive posture. Keep your lightsaber up and ready to parry, then pick away at your former master until you defeat him and win the challenge.



### CAUTION

If you use a Charged Combo, Force-imbued attacks, special attacks, or Force Throw, you'll fail the challenge.

## Challenge 2

Requirement	Opponent	Level	Objective
Padawan Difficulty	Asaji Ventress	Teth Castle Dungeon	Defeat the opponent and use one parry and win a Lightsaber Lock.

### CHALLENGER'S MOTIVATION

During his first fight with Ventress, Anakin repeatedly strikes her with her own lightsaber. During this attack, he had disturbing visions and was deeply troubled by what he had done. Anakin knew his win only came from tapping into his dark side. Ventress is also responsible for the scar over Anakin's eye.



Ventress is a very dangerous duelist. She's fast and relentless with her dual lightsabers. Keep your guard up and deflect her combo attacks. After successfully defending Ventress's strongest attacks, like Exar Kun's Assault and Dark Acolyte Strike, parry at least one noncombo attack. Ventress's combos are too complicated to parry consistently, so focus instead on parrying her simpler attacks.

After parrying at least one blow, increase the intensity of your attacks. You can't choose when to engage in a Lightsaber Lock, but by increasing your rate of attack, you'll increase the chances of engaging in a lock. Win the Lightsaber Lock, then finish the fight as you would in any other mode, with combos, Force-imbued attacks, and strong defense.



## Challenge 3

Requirement	Opponent	Level	Objective
Padawan Difficulty	Mace Windu	Droid Factory	Defeat the opponent and use at least one combo.

### CHALLENGER'S MOTIVATION

Anakin has respect for Mace Windu, as he is an extremely talented Jedi. However, he does not completely feel that Mace believes in him or his ability as a Jedi. Anakin and Mace have a somewhat chilly relationship. Windu disapproved of his training from the beginning, due to Anakin's age and his preexisting attachments, but his obvious power and the prophecy made him relent. Mace is impressed by Skywalker's skills and dedication, yet remains wary of his susceptibility to falling toward the dark side. For his part, Anakin wants to prove himself to this stern father figure.



Master Mace Windu is one of the most difficult combatants you will face. He's very strong physically, he's fast, and he's very gifted in the ways of the Force. Add to that a strong mastery of a unique lightsaber form and you've got one of the most powerful Jedi ever.

The only way to best Windu is to capitalize on all Lightsaber Locks and to match the Jedi Master's intensity. If you are consistently in a defensive posture, Mace Windu will break through your defense every time and slice off huge chunks of health. Instead, parry his attacks and follow with combos like Jung Ma Assault. Overwhelm Windu with your combos and put an end to the Jedi Master.

## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Anakin Skywalker	Tatooine Dune Sea	Defeat the opponent.

### CHALLENGER'S MOTIVATION

War has molded Anakin into a man and has honed his combat ability, but it continues to nourish his ego. Anakin is quite boastful and cocky and is likely to remain that way against himself.



The battle against your doppelganger is a fun one. You've no restrictions other than to not lose, so approach this battle as you would against Obi-Wan Kenobi or Count Dooku. Mix up your attacks, split up your signature combos with smaller two-hit or three-hit combos, and parry as much as possible.

Use the environment to your advantage by hurling objects at your twin and make short work of the imposter.



## Battle Mode

### Versus Obi-Wan Kenobi



**Battle Arena:** Raxus Prime

Once he is at 50 percent, use Force-imbued attacks to break his defenses and follow it up with signature attacks.

Obi-Wan Kenobi is a formidable opponent no matter what arena you're in. Though Obi-Wan is susceptible to combo attacks, the wide-open Raxus Prime arena make it difficult to pin him down and pummel him with long combos. Follow the Jedi Master around the arena, slowly picking away at him with short combos until he's below 50 percent health.



### Versus Count Dooku



**Battle Arena:** Sarlacc Pit

tating combos. Stay on the move to avoid the Sarlacc's tentacles.

Dooku is the most defensive duelist in the game. He'll block nearly every attack if you try to pick away at him. Instead, attack the Count with lots of attacks that are designed to break through tough defense like Force-imbued attacks, leaping slashes, and stabbing attacks. Once you've disrupted Dooku's defense, dish out more damage with devastating combos.



### Versus Kit Fisto



**Battle Arena:** Mustafar

Kit Fisto is a dangerous opponent. He's agile and highly skilled with the lightsaber. Parry Fisto's attacks consistently to keep him from launching long combos and force him into the electrical currents surging around the arena. Once in the secondary area of the arena, use the uneven ground to your advantage. Lure Fisto around the arena and ambush him with leaping attacks as he approaches.





## Versus Mace Windu



**Battle Arena:** Droid Factory

Mace Windu will finish you off quickly if he gets on a roll. Keep him from doing so by fighting his kind of fight—fast, furious, and full of combos. Don't let up on the Jedi Knight. Use attacks like Tail of the Dragon and charged combos to dish out the most damage. Vary your attacks to keep him off guard and capitalize after he's missed with his Force Blast attacks, which is when he is most vulnerable.



## Versus Anakin Skywalker



**Battle Arena:** The Resolute

Fighting against yourself can be tricky. Your "clone" will keep a stout guard and try to parry often. String together your attacks with short two- and three-hit combos and break through your twin's defense with leaping and stabbing attacks.



## Versus EG-05 Jedi Hunter



**Battle Arena:** The Malevolence

Fighting the EG-05 Jedi hunter is a lot like facing Asajj Ventress. Since both share a talent for dual lightsabers, they can both be difficult to defend against. Stay on the move to keep from getting fried by the rogue electrical currents, and use your speed to get around the killer droid. Attack it from all angles, avoiding its strikes as you move, and pummel the pile of junk parts with plenty of Force attacks.





# Asajj Ventress

## Vitals

**Allegiance:** Separatist

**Rank:** Assassin

**Class:** Sith Acolyte

**Species:** Rattataki

**Height:** 1.78

**Saber Color:** Dual Red Sabers

**Banter style:** Cruel, sadistic, and fierce in her hatred of the Jedi

**Force Attack:** Exar Kun's Assault

**Initial Force Energy:** 100

**Potential Force Energy:** 125

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
3	3	3	4	Exar Kun's Assault

## Bio

Full of mystery and born to serve only power, Asajj Ventress is a dark acolyte under Count Dooku. She is highly skilled in dual-lightsaber combat, and her encounters with Obi-Wan Kenobi have sparked something of a rivalry and rapport between them.

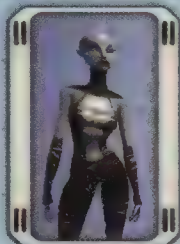


## Fighting Style

### Alternate Costumes



Standard



Alternate



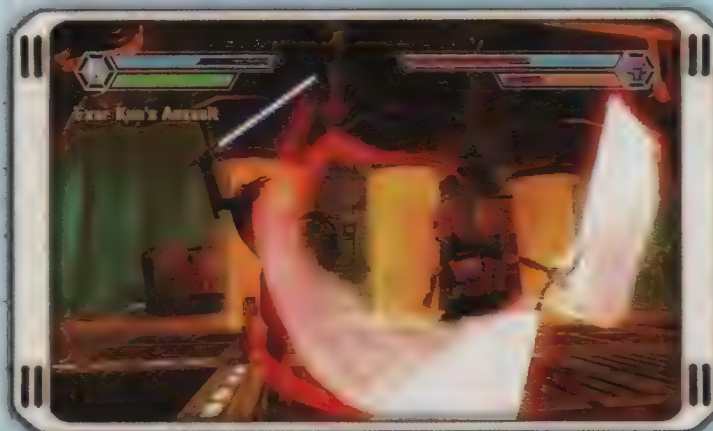
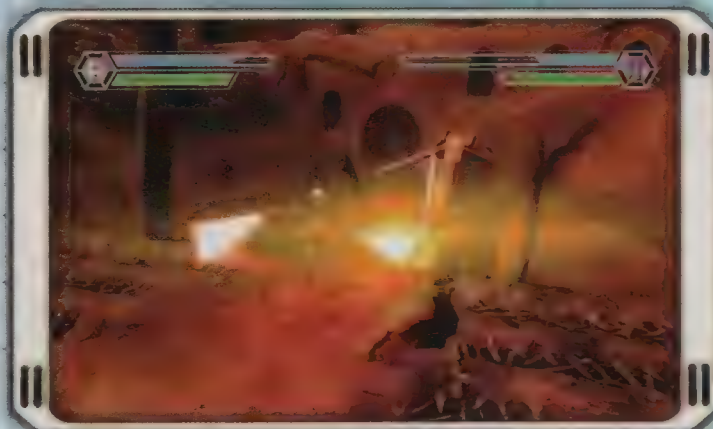
Gladiatorial Outfit



Assassin Battle Gear



Acolyte Robes



Asajj Ventress is a skilled combatant with the lightsaber. Unfortunately for her opponent, she's able to wield two 'sabers in combat. In combination with her high Agility rating, Ventress can execute several strong combos and devastating dual-lightsaber attacks.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Saber Storm	Easy	L	R	L	—	EG-05 Jedi hunter droid
Rage of the Rancor	Easy	R	L	U	—	N/A
Dark Acolyte Strike	Easy	U	D	U	D	N/A
Path of Suffering	Medium	D	L	R	D	N/A
Wrath of Hatred	Hard	R	D	L	U	N/A



# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Obi-Wan Kenobi	Mustafar	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Obi-Wan was once believed dead after being captured by Asajj Ventress. While he was in captivity, Ventress used a Sith torture mask that obscured his connection to the Force. She did that to show Obi-Wan's uselessness to Count Dooku.



Defeating a Jedi within three minutes at Jedi Knight difficulty is no small task, even for the mighty Asajj Ventress. To win this challenge, allot one and half minutes per round and turn up the heat on your plan of attack. Obi-Wan is a defensive fighter but can be quickly overtaken with a flurry of combos and strong attacks. Break through his defense, then attack with Saber Storm and Rage of the Rancor combos.

If he attempts to circle around behind you, block his blow, then counter with Exar Kun's Assault. As long as you keep constant pressure on the bearded Jedi general, he'll succumb to your speed and superior fight plan.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Kit Fisto	The Resolute	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Kit Fisto and Ventress once battled to the brink of death. Ventress hates Jedi and has made it her duty to rid the galaxy of Jedi in order to gain Count Dooku's praises.



Kit Fisto is another formidable Jedi opponent. Unlike his colleague Obi-Wan, Fisto is a bit more fiery when it comes to lightsaber battle. What Obi-Wan has in patience, Fisto has in confidence. Left unchecked, Kit Fisto could easily dismantle you by chipping away small bits of health with short combos and in-and-out attacks. Block his advances and turn his confidence on him.

Attack the tentacled Jedi with short combos, stabbing attacks, and a healthy dose of Exar Kun's Assaults. If he attempts to back away and retreat, use the surrounding debris to slow him down and create more openings for combos.

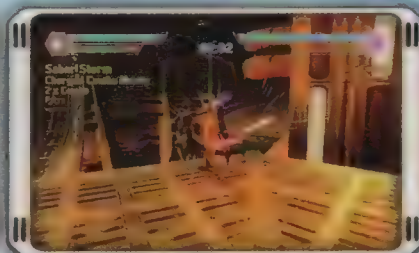


## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Mace Windu	Raxus Prime	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

While on a mission as an assassin, Ventress tricked some people into believing Windu had hired her in order to accomplish her task. When the truth was eventually uncovered, Ventress briefly duelled Mace Windu before she realized she was no match for his skill.



Of the four challengers, Mace Windu may be the most difficult. His unique combination of power, speed, and an aggressive fighting technique make him one of the most formidable Jedi to grace the Council halls. In order to win—and survive—the encounter with Windu, you must block and parry nearly every chance you get. Windu won't often let up on his attack, so chances to parry and counterattack should be plentiful.

Counterattack as often as possible and mix in plenty of short two- and three-hit combos to keep things fresh. If he gets out of range, don't chase him; he'll probably come back to you immediately. When he does, greet him with Force attacks and Dark Acolyte Strikes.

## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Plo Koon	Droid Factory	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Even though Koon knows that Ventress is nothing more than Count Dooku's assassin, he also knows not to underestimate her desire to be one with the dark side. Ventress's deep hatred for all Jedi fuels her desire to defeat Koon in battle.



As quick as Koon is, he can be a very defensive fighter, often slowing him down to his detriment. Use the Droid Factory's tight walkways to your advantage by unleashing a constant stream of combos on Koon and cornering him against the arena's edges. If he blocks, use stabbing attacks to break his defense and follow it with Wrath of Hatred attacks.

Koon is very capable of stringing together long chains of two- and three-hit combos, so don't let your guard down in your zeal to pummel him. Instead, keep a steady pressure on him, but block between hits. Once you've got him cornered, unleash Exar Kun's Assault to slice him up, then skewer him into little Koon kabobs.



## Battle Mode

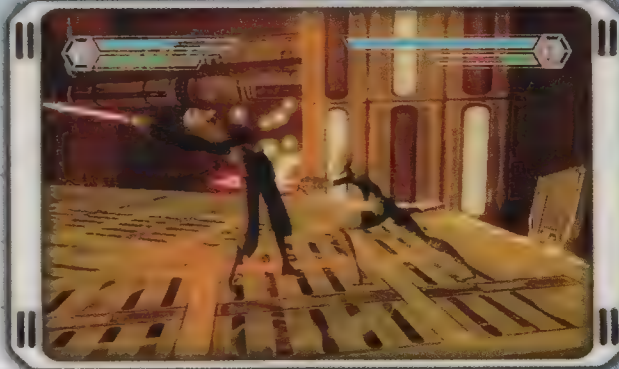
### Versus Count Dooku



**Battle Arena:** Raxus Prime

he'll find an opening, exploit it, and slice off nearly half your health before you realize what happened.

The battle against your master can be a quick one. Dooku waits for just the right moment to strike. He'll carefully block your attacks until you give him an opening, and then he'll pounce. Don't give him the chance to do so! Rush into Dooku's defense with a stab attack, then hit him with a combo before retreating and doing it again. If you are constantly on the offensive,



### Versus Mace Windu



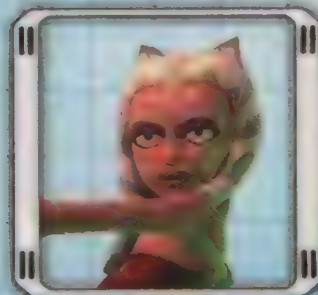
**Battle Arena:** Sarlacc Pit

even bully Windu into their path to deal extra damage!

Aside from Count Dooku, Mace Windu may be your most difficult fight in Battle mode. Stay light on your feet and constantly dodge the Sarlacc tentacles. Bully Windu to the bridge's edge, and pin him with a flood of 'saber strikes. Drive him back with Exar Kun's Assault, then use leaping attacks to get to his rear. If you watch the tentacles closely, you can



### Versus Ahsoka Tano



**Battle Arena:** Mustafar

Ahsoka Tano is the fastest fighter in the game. When the battle begins, put on the heat and don't let up. Take control of the fight with signature attacks and short combos to keep Tano on the defensive. If she takes control of the fight, she'll zip around you and pester you with quick 'saber strikes. Swat the speedy Ahsoka and turn the tables on her with leaping lightsaber slashes and Force Throw attacks.





## Versus Plo Koon



**Battle Arena:** Droid Factory

Like Ahsoka, Koon can whittle away at you with lots of short combos. Make short work of the masked Jedi by cornering him against the arena's edge and pummeling him with lots of combos. Knock Koon back with Rage of the Rancor, then follow it up with other combos like Saber Storm and Dark Acolyte Strike. This fight is very similar to Ventress's Plo Koon challenge. Once cornered, cut Koon with Exar Kun's Assault.

Koon's attacks can be parried easily, since he tends to be a bit more defensive. Use this to charge your Force Gauge and unleash Force combos on the Jedi Knight.



## Versus Asajj Ventress



**Battle Arena:** The Malevolence

Surprisingly, the battle against yourself isn't as challenging as you might expect. You can match your opponent speed for speed, so keeping up with your mirror self shouldn't be difficult. This match is decided by which fighter can get out ahead first. As soon as the fight begins, hurl one of the crates on the tram at your opponent and throw her off balance; then rush at her and execute Path

of Suffering to inflict moderate damage. Follow Ventress around the arena as she tries to leap and roll away from your attack, but keep a steady stream of 'saber strikes swinging as you go. Eventually, it'll be clear which is the better "bald witch"—you.

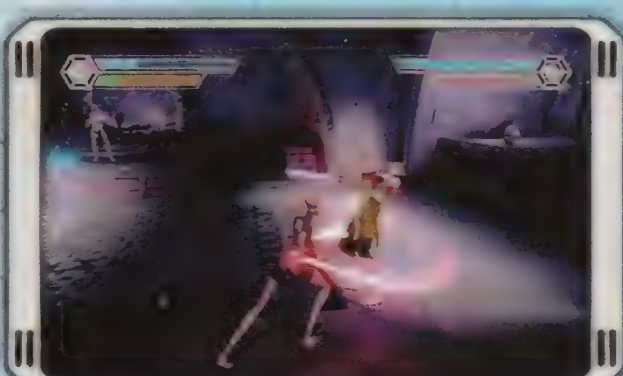


## Versus Anakin Skywalker



**Battle Arena:** Teth Castle Dungeon

The best approach for this battle is to keep a balanced technique. Don't stay on the offensive too long, but don't block for too long either. Parry Anakin's attacks, follow with a combo, then retreat to a defensive posture to guard against his retaliation. Even after you take control of the fight, Anakin can still overwhelm you with combos and surprise you in the end. If you underestimate him or count him out before the fight is won, you'll surely pay for it.





# Count Dooku

## Vitals

**Allegiance:** Separatist

**Rank:** Leader of the Confederacy

**Class:** Dark Lord of the Sith

**Species:** Human

**Height:** 1.93

**Saber color:** Red

**Banter style:** Cold, calculating, and devious

**Force attack:** Sith Lightning

**Initial Force Energy:** 130

**Potential Force Energy:** 170

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	5	5	2	Sith Lightning

## Bio

As the political leader of the Separatist movement and apprentice under Darth Sidious, Count Dooku is a formidable foe, a master of both the Force and the lightsaber.



## Fighting Style

### Alternate Costumes



Standard



Alternate



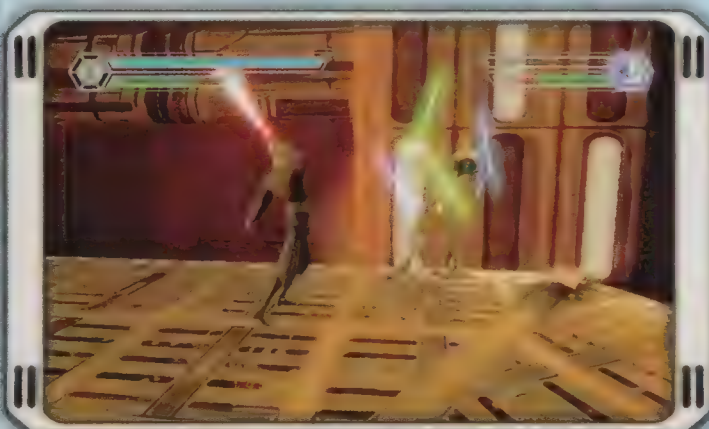
Separatist Uniform



Confederacy Battle Gear



Sith Robes



Count Dooku's fighting style can best be described as regal. He's controlled, calm, and calculating. Rather than use his Force abilities, he utilizes attacks designed specifically for lightsaber combat.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with
Makeshi Retort	Easy	L	R	S	—	N/A
Ensnaring Surge	Easy	R	L	D	—	N/A
Superior Deception	Medium	D	R	U	D	N/A
Tyrannus's Deception	Medium	D	L	R	U	N/A
Shroud of the Dark Side	Hard	L	D	L	U	N/A



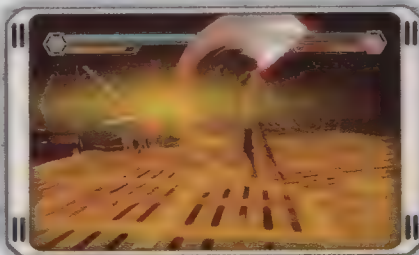
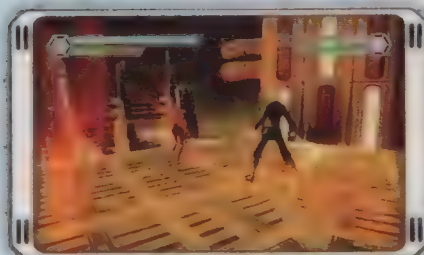
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asajj Ventress	Raxus Prime	Defeat the opponent and use all five combos and at least one Charged Combo

### CHALLENGER'S MOTIVATION

Knowing Ventress's assignment was one of Darth Sidious's double-edged schemes, her success in killing Anakin Skywalker would mean Asajj was a better replacement for Count Dooku than Skywalker, making her as much of a threat as she is an ally. Dooku sees Ventress as a tool, a talented emissary he can send to enforce his will. He can't acknowledge her as a true Sith apprentice without alarming his own master, Darth Sidious, but that doesn't prevent him from manipulating her ambitions for his own ends.



Battling Asajj Ventress can be difficult, especially in the wide-open arena of Raxus Prime. There, the vile vixen Ventress can leap, dash, and roll freely around the arena as she dodges your attacks. Be patient during the battle, as there is no time limit, but don't let Ventress get too far. You need her to be close enough so that, at the very least, the final hit of your combos makes contact with her.

To connect cleanly with all five combos, wait for her to execute Exar Kun's Assault, then dodge out of the way. After she misses, she'll be temporarily winded, granting you a perfect opportunity to land a combo. Start with your hardest combo, Shroud of the Dark Side, and work your way down to the easiest. By the time you've connected with all five combos, your Force Gauge should be ready to unleash a Charged Combo.



### TIP

No rule states that you must meet all the challenge requirements within two rounds. If you execute four of the five combos and your opponent is close to defeat for the second time, you can throw one round (intentionally take a loss) and get a completely fresh Health bar to execute the final combo or meet the final requirement.

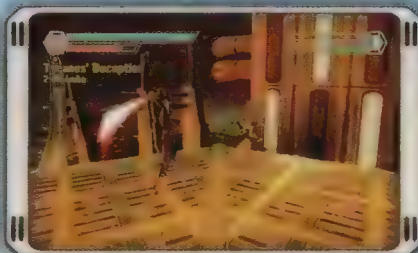
## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	General Grievous	Raxus Prime	Defeat the opponent; use all five combos and knock him out of the level.

### CHALLENGER'S MOTIVATION

Knowing he would never willingly join Count Dooku after nearly killing him, Dooku encased what was left of Grievous in a metal body and rebuilt him. The resulting creation retained only part of the brain, the eyes, and a sack of organs. The general's brain was altered to make him a perfect tool and, with Dooku's training, a deadly killer of Jedi. Dooku trained Grievous in lightsaber combat and made him the general of the droid army. This challenge emulates one of their many training sessions.





This challenge is not much different from the previous one. Instead of using a Charged Combo, however, you must knock Grievous off the arena at least once. As long as you're not fighting squarely at the arena's center, you could kill two birds with one stone. Begin by hitting Grievous with Makeshi Retort and Ensnaring Surge. With the two shortest combos performed, you can maneuver the general toward the arena's edge and use any of the remaining three combos to knock Grievous off the platform.

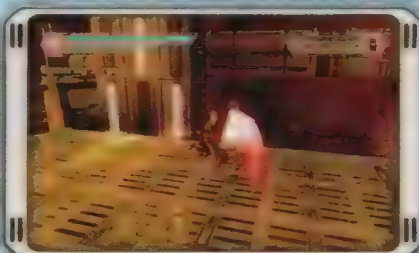
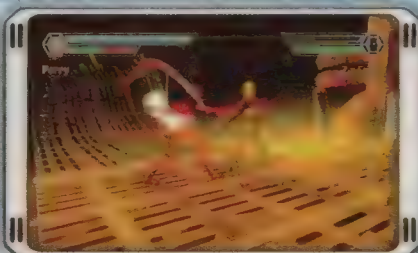
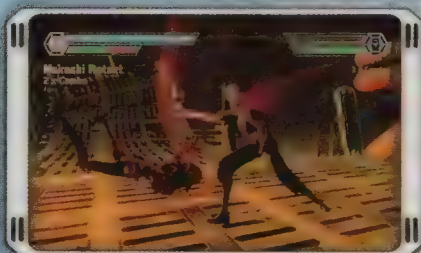
If you cannot knock him off with one of the other three combos, then perform them as you would during a normal fight, then use Force Attacks like Smash Attack to knock the general off.

### Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	EG-05 Jedi Hunter	Raxus Prime	Defeat the opponent, use all five combos, and parry five attacks.

#### CHALLENGER'S MOTIVATION

Dooku is skeptical that a droid will be able to reliably defeat a Jedi, but he is pleased to have another weapon in his arsenal. Before he can set the Jedi hunter loose, he must test the droid's skills.



This is Dooku's most difficult challenge. The EG-05 Jedi hunter droid is incredibly fast and shifty, making it very difficult to execute combos cleanly. To make matters worse, its dual lightsabers make parrying tricky. Still, if anyone has the patience and skill to do it, Count Dooku can. Like Ventress and Grievous, the Jedi hunter droid has several attacks that leave him vulnerable if he misses. His Dark Blast, for example, leaves him open to counterattack if you sidestep the blast. Use this to execute your combos cleanly.

After you execute all the combos, spend the rest of the time parrying his attacks. Don't leave the combos for last, because he's too fast and there's no guarantee that you'll get all five before either you or he is defeated. If you're comfortable with your parrying skills, however, use them to set up your combos and give the droid a much deserved beating.

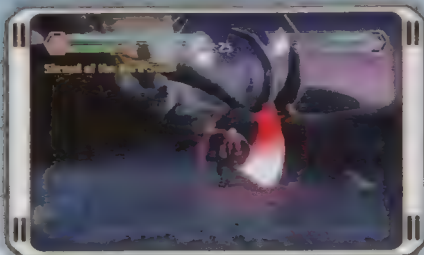
### Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Anakin Skywalker	Tatooine	Defeat the opponent in under three minutes and use all five combos.

#### CHALLENGER'S MOTIVATION

Anakin and Dooku first fought on Geonosis. Despite holding his own against Dooku, Anakin lost his hand in the end, as Dooku was the superior swordsman. The count is intrigued by Anakin, the so-called Chosen One of Jedi prophecy. He senses Anakin's power and is wary of it, even though he cut off his hand during their first confrontation.





The final challenge should be no problem if you've managed to complete the previous three. Instead of having to execute all five combos and another objective, all you must do is execute the five combos and defeat Anakin within three minutes. Begin by performing the harder Shroud of the Dark Side combo, then use Superior Deception and Tyranus's Deception. Leave the easiest two combos—Makeshi Retort and Ensnaring Surge—for last.

Use parries and Force attacks to spin Anakin around and set up your combo attacks. Keep your guard up once he's back on the offensive. You may have three rounds to execute your five combos, but you'll run out of time before you can meet the challenge. That is why speed is of the essence for this challenge.

## Battle Mode

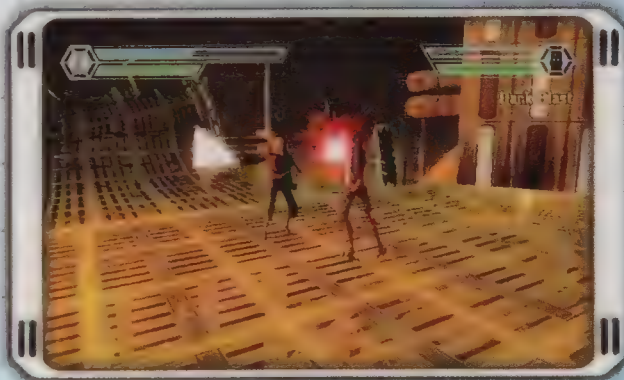
### Versus EG-05 Jedi Hunter Droid



Battle Arena: Raxus Prime

The Jedi hunter droid is a lot like Asajj Ventress—fast, shift, and totes two 'sabers. Approach this fight just as you would a fight with your pale pupil. Keep your guard up, be patient, and wait for your rival to give you an opening. Instead of Ventress's Saber Storm attack, the droid charges and fires a blast of dark energy. Either sidestep its blast or

strike the bucket of bolts as it charges, then follow up with combo attacks.



### Versus Kit Fisto



Battle Arena: Sarlacc Pit

The small bridge of the Sarlacc Pit arena is the perfect place for close-quarter combat. Use a healthy dose of Force Lightning attacks and your shorter, speedier combos like Makeshi Retort and Ensnaring Surge to whittle down Kit Fisto. If he gets too close for comfort, use Smash attacks to knock him off the bridge and create some

breathing room. Raise your 'saber to block his attack as he returns, then counter with your own combo.





## Versus Anakin Skywalker



**Battle Arena:** Mustafar

The fastest way to win this match is to parry most of Anakin's attacks and land short two- and three-hit combos to whittle his health. Hurl nearby objects to fill up your Force Gauge, then unleash your charge combo to pummel the pedantic former Padawan. Repeat this process several times to singe huge chunks of health in no time at all.



## Versus Mace Windu



**Battle Arena:** Droid Factory

Do not take Mace Windu lightly. Little two- and three-hit combos won't be enough to chop him down. Instead, rely heavily on your signature attacks, namely Tyrannus's Deception, Superior Deception, and Shroud of the Dark Side. Use these combos frequently, stopping only to parry his attacks and execute charged combos.



## Versus Count Dooku



**Battle Arena:** Separatist Listening Post

As you might expect, the battle against your twin can be very difficult. Expect Dooku to block and parry frequently, making your initial attacks either backfire or glance off his 'saber harmlessly. To keep from being countered into defeat, use unconventional methods to circumvent his guard. Execute stabbing attacks, leaping slashes, and lots of sidestepping to get a better angle on your mirror

self. Once you've broken through or sidestepped his defense, smash him with Force Attacks and combos.

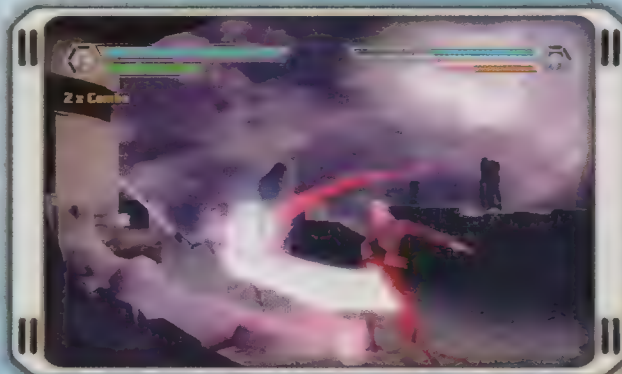


## Versus Obi-Wan Kenobi



**Battle Arena:** Teth Castle Ramparts

Obi-Wan is a patient fighter, just like you. Approach this battle as you would a battle against Anakin. Keep your guard up and parry his attacks. If you get too far from your opponent, be ready to sidestep projectiles and defend against his Force Blast attack. Once you're in close, stun him with Sith Lightning and follow it up with quick combos.





## EG-05 Jedi Hunter



## Vitals

**Allegiance:** Separatist  
**Rank:** Assassin  
**Class:** Jedi Hunter  
**Species:** Droid  
**Height:** 1.8  
**Saber color:** Red  
**Banter style:** N/A  
**Force Attack:** Dark Blast  
**Initial Force Energy:** N/A  
**Potential Force Energy:** N/A

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	5	5	2	Sith Lightning

## Bio

The Separatists are losing support in the Colonies; they say the battles are won because a Jedi is worth a hundred droids, so now Count Dooku has created an assassin that could turn the tide of the entire war. A new assassin designed to hunt down and eliminate the Jedi, the cold and merciless EG-05 Jedi hunter droid is completely devoid of compassion when acting out Count Dooku's orders.



## Fighting Style

### Alternate Costumes



Standard



Alternate



EG-2 Prototype



EG-3 Prototype



EG-4 Prototype



With the fighting style of Ventress, the technology of Greivous, and the markings of its Sith heritage, the EG-05 Jedi hunter droid is a unique living weapon trained by Dooku. It is always ready to execute his slightest command.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Saber Storm	Easy	L	R	L	—	Asajj Ventress and General Greivous
Dark Execution	Easy	L	U	D	U	N/A
Separatist's Fury	Easy	R	L	R	U	N/A
Niman's Onslaught	Hard	U	L	D	R	N/A
Assassin's Soken	Hard	D	U	L	D	N/A



# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	EG-1 Prototype	Droid Factory	Defeat the opponent and use at least one combo and Dark Blast.



### NOTE

Because the EG-05 Jedi hunter droid is programmed to follow Count Dooku's every command, he lacks the need for motivation. He does what he is told without question. Besides, he wasn't built with vocal processors.



This first challenge against a prototype droid is the easiest. Execute Saber Storm to knock your opponent away, then follow it up with a Dark Blast to fulfill the challenge requirements. Once that is done, you need only to defeat the droid two more times.

Even though there's no need to execute other combos during this fight, use this first challenge to practice harder combos like Assassin's Soka and Niman's Onslaught. It will help you in later challenges, and it is a surefire way to keep your opponent on its back in this challenge.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	EG-2 Prototype	The Malevolence	Defeat the opponent. Use three combos and knock it out of the level.



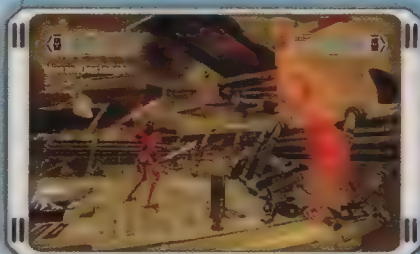
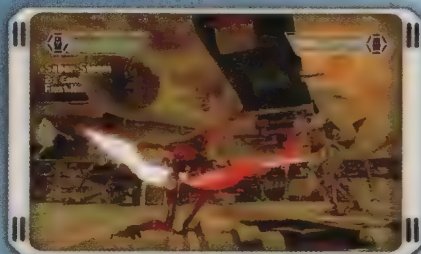
During this challenge, begin by knocking your opponent back with Dark Blast, then immediately rush it as it gets back on its feet. Once it does, slash it with Saber Storm, then Dark Execution. Corner your predecessor against the edge of the tram and pummel it with short combos, then hit it with Niman's Onslaught. As the creature is about to get up, execute a Smash attack and send it flying off the tram.

The prototype won't just stand there and let you beat it to bits, so be fast and very aggressive as soon as the fight begins. If the EG-2 manages to slash you back, retreat to a distant part of the tram and wait for it to approach you. When it does, attack it and take control of the fight.



## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	EG-3 Prototype	Separatist Listening Post	Defeat the opponent, and use all five combos and two Charged Combos.

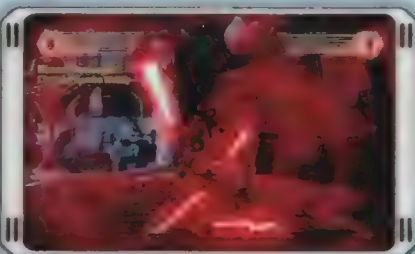


In order to complete this challenge, you'll need to do some precise planning. Split up the tasks you need to perform by rounds. Execute two or three combos in the first round, preferably the three hardest, and one Charged Combo. That way, you don't have to struggle to execute all five combos or both charged combos in one round. Instead, you can execute three combos in round one, fill up your Force Gauge with a few parries, then finish off your opponent with a Charged Combo.

In the second round (or third, if necessary) you can focus on executing fewer combos and concentrate on landing the second required Charged Combo. The EG-3 prototype won't make it easy on you, so keep your guard up whenever you're not attacking, and avoid the environmental hazards while you move about the arena.

## Challenge 4

Requirement	Opponent	Level	Objective
Grand Master Difficulty	EG-4 Prototype	Droid Lab	Defeat the opponent. Use all five combos, Dark Blast, and a Charged Combo.



"EG" droids are not easy to contend with on Padawan or Jedi Knight difficulty levels. On Grand Master difficulty, they are one of the hardest enemies in the game. This is one of the hardest challenges in the entire game, so prepare for some white-knuckle dueling. At the battle's start, immediately fire a Dark Blast. Unlike other challenges, even the easier combos become difficult against this opponent, so get those out of the way first. If you attempt to execute the harder combos first, you'll fail, since the other droid is much more aggressive.

Because the droid is more aggressive, you can parry more often and fill your Force Gauge more quickly. As soon as its full, execute your Charged Combo. With two tasks and two or three combos complete in the first round, you need only execute the remaining combos in the second round. If you fail to fill your Force Gauge in round one, don't worry. You'll be able to fill it halfway through round two.





## Battle Mode

### Versus General Grievous



Battle Arena: Raxus Prime

General Grievous is a tough fighter, but with no Force talents and a far more evasive fighting style, you should be able to quickly overwhelm him with several combos. Bully Grievous around the arena and follow him as he jumps around. Smack him with short combos as he lands, then knock him off the arena to set him up for an ambush assault.



### Versus Plo Koon



Battle Arena: Sarlacc Pit

Like Grievous, Plo Koon can be cornered, bullied, and knocked off the bridge. However, Koon is far better than Grievous at counterattacking, so don't give Koon any chances to counter by executing wild combos and rushing past the Jedi. Keep control of your 'sabers and let Koon create openings for you as he tries to chip away at your health.



### Versus Mace Windu



Battle Arena: Mustafar

Mace Windu is a smart fighter. Rather than go toe-to-toe with you, he continuously stays on the move and uses the environment to his advantage. In round one, he'll often leap behind the ship at the platform's center or hurl debris to keep you at bay. Keep your guard up as you close in, then strike with lots of quick combos once he's within reach of your sword.



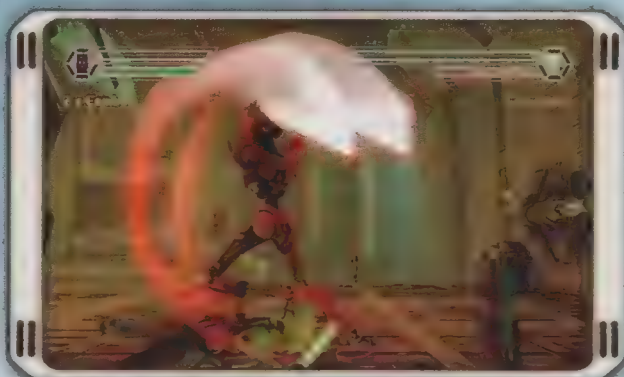


## Versus Kit Fisto



**Battle Arena:** Droid Factory

To defeat Kit Fisto, keep moving constantly and use strong sweeping strikes like Smash attacks and Saber Storm. Fisto will try to stay out of reach like Windu but will attack less often. If he tries to leap away, use Dark Blast attacks to knock him off his feet as he lands, then rush in to deliver the blow! Maintain a safe distance from him, but always keep him within reach of your blades.



## Versus EG-05 Jedi Hunter Droid



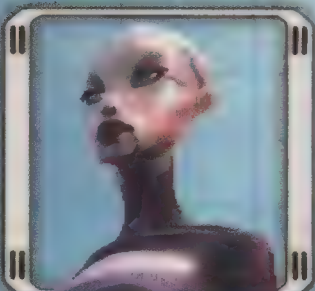
**Battle Arena:** Separatist Listening Post

In this battle, the environment can be a great ally. Your doppelganger has the same skills and abilities as you, so don't be surprised if it's very fast and hard to parry. Use your strongest combos and lots of leaping attacks. Don't use Dark Blast too often; your foe will simply sidestep the bolt and counter with great accuracy. Watch the environment to keep from frying your own servos and

instead try to maneuver the other droid into harm's way.



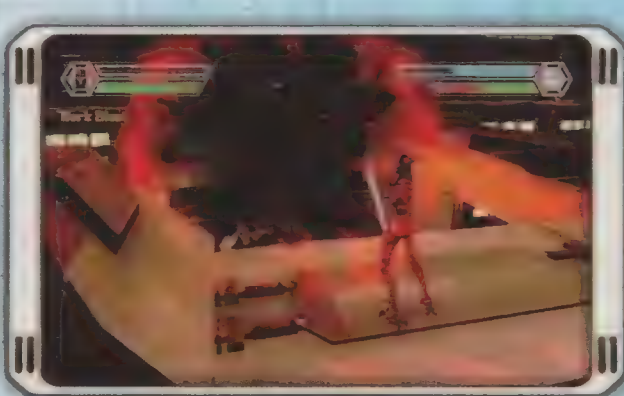
## Versus Asajj Ventress



**Battle Arena:** The Malevolence

Ventress is fast and very similar to you in some ways. She'll often try to stay in constant motion, making it very difficult to string together chains of combos. Knock her down with Smash attacks, Dark Blasts, and leaping slashes, then pounce on her as she gets to her feet. If she tries to attack, block her blows, back away, then reengage her as she

approaches you. If you chase her around the arena, she'll slowly chip away at your health until you're a pile of spare parts. Make her fight your fight and you'll win every time.





# General Grievous

## Vitals

**Allegiance:** Separatist

**Rank:** Supreme General

**Class:** Jedi Hunter

**Species:** Kaleesh Cyborg

**Height:** 2.03

**Saber color:** Wields four 'sabers, two blue and two green

**Banter style:** Overconfident, malicious, and crafty

**Special attack:** Saber Onslaught

**Initial Force Energy:** N/A

**Potential Force Energy:** N/A

## Stats

Force Attacks	Combos	Force Energy	Agility	Special
5	3	0	1	Saber Onslaught

## Bio

During the Clone Wars, Grievous emerged as one of Count Dooku's apprentices and right-hand droid. Suffering near-fatal injuries that rendered his body useless, or so he was told, Grievous was disgusted by his new droid body and took Dooku's appointment as Supreme Commander of the droid armies as an insult. Grievous, however, would soon come to highly respect Dooku and Sidious as the Confederacy's only political leadership.





## Fighting Style

### Alternate Costumes



Standard



Alternate



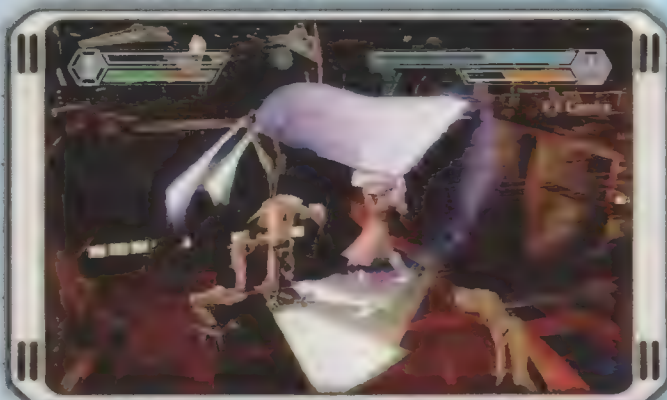
Kaleesh Markings



Supreme General Battle Gear



Sith Markings



General Grievous is a cagey character. He's surprisingly light on his feet for a large walking pile of bolts and is extremely dangerous with all four 'sabers. He has no Force Energy abilities, so he relies solely on his lightsaber skills and Force attacks. Once he's charged his Force Combo Gauge, he'll quickly unleash his signature attack. His other special attack, Saber Onslaught, is always a threat to knock opponents off the arena.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Saber Storm	Easy	L	R	L	—	Asajj Ventress and EG-05 Jedi Hunter
Warrior Slayer	Easy	R	L	R	--	N/A
Great Jedi Purge	Hard	U	L	D	S	N/A
War-Cry of the Kaleesh	Hard	U	D	R	U	N/A
Jedi Hunter	Hard	L	D	S	U	N/A



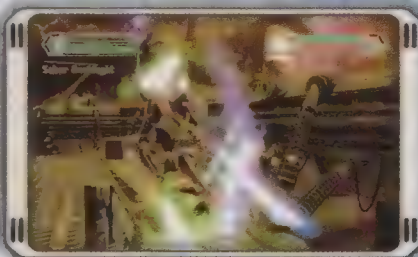
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Ahsoka Tano	Sky Station	Defeat the opponent and knock her off the level at least three times.

### CHALLENGER'S MOTIVATION

Grievous knows he can overpower the young Jedi Padawan; however, Ahsoka is quick. Her shiftiness, speed, and ability to maneuver around Grievous infuriates the general, as he cannot easily defeat such a tricky target.



Ahsoka is far too fast to pin against the arena's edge. Luckily, your Saber Onslaught has a long range. With it, you can begin your attack from a distance, rush toward Tano, pummel her with your 'sabers, and knock her off the platform with your final blow. Tano is shifty, though, and can often sidestep or leap over your attack, so launch your Saber Onslaught from a moderate distance. If you miss, she'll sidestep and follow up with a combo while you're wheezing to catch your breath.

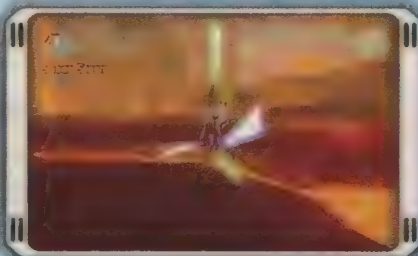
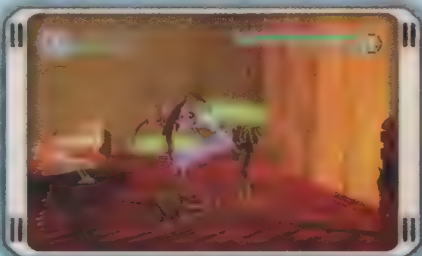
As you fight, Tano will dart back and forth around the arena, making her extremely hard to hit. However, if you corner her against the arena's edge, use Smash attacks to knock her off the platform. After knocking her off three times, finish her off with quick combos and plenty of counterattacks.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Kit Fisto	Mustafar	Defeat the opponent, using three combos and three parry attacks.

### CHALLENGER'S MOTIVATION

Grievous is always looking to add another Jedi lightsaber to his collection by murdering Jedi across the galaxy. Kit Fisto's 'saber would look great in Grievous's collection.



Jedi Master Fisto is an easy duelist to parry. His 'saber strikes are short, controlled, and often easier to anticipate than other more aggressive fighters' attacks. Maintain your guard during the battle and wait for Fisto to attack. Immediately after parrying and knocking the Jedi off balance, follow up with short combos like Saber Storm or Warrior Slayer.

If you are patient and act quickly when the opportunity arises, you should be able to execute each of your three combos after parrying every time. Once you've taken care of the challenge requirements, defeat Fisto with lots of short combos and counters.

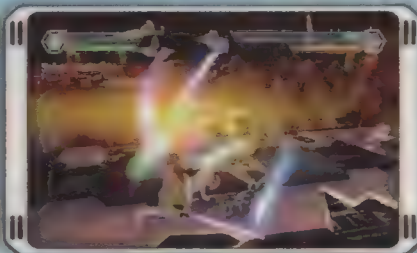


## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Obi-Wan Kenobi	The Malevolence	Defeat the opponent and get to the last car before the attack trains pull up with yours.

### CHALLENGER'S MOTIVATION

Obi-Wan's wartime exploits made him one of the most famous Jedi in the galaxy. This earned the attention of the Separatist general Grievous, who wanted to add both Anakin's and Obi-Wan's lightsabers to his belt as trophies.



Of all of Grievous's challenges, this may be the easiest. When the first round begins, use Saber Storm to knock Obi-Wan away and rush past him. Jump over the crates and obstacles on the right and continue jumping right until you reach the tram's far end. Don't bother fighting Kenobi as you go. Instead, focus on immediately drawing the fight to the front of the train.

After you reach the front of the train, use a series of Saber Onslaught, Smash attacks, and short combos to strike down the Jedi general. It shouldn't take more than a minute and a half to reach the front, thus meeting your challenge requirement.

## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Mace Windu	Droid Factory	Defeat the opponent. Use all five combos and at least one Charged Combo.

### CHALLENGER'S MOTIVATION

Mace Windu Force-crushed the plates covering Grievous's internal organs, severely damaging his lungs. This crippling blow injured Grievous for the rest of his life. The encounter with Windu damaged his body and might have left a scar on his psyche as well. Grievous would happily exact revenge on Windu when given the opportunity.



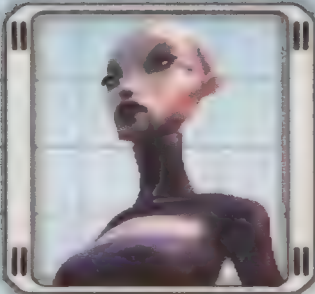
Mace Windu is a difficult opponent to execute all five combos against, but with a little patience, a healthy dose of parrying and sidestepping, and good combo skills, you can successfully finish this challenge. Of all the other Jedi Masters, Windu is the most aggressive, allowing you more opportunities to parry his attacks. After deflecting his blows with a parry, follow it up with short combos like Warrior Slayer or Saber Storm.

The other three combos, all of which are harder to perform, are best executed after sidestepping the Jedi's blows or leaping over and landing behind him. After executing all five combos and parrying a few blows, your Force Gauge should be full and ready to unleash a Charged Combo. Do so to finish him off and successfully complete your final challenge.



## Battle Mode

### Versus Asajj Ventress



Battle Arena: Raxus Prime

The battle against Ventress can be very fun. Her dual lightsaber style matches up very well against your multi-saber techniques. Rush Ventress with Saber Onslaught and knock her off the platform. As she recovers, hit her with Jedi Hunter and War-Cry of the Kaleesh to sever huge chunks off her Health bar.

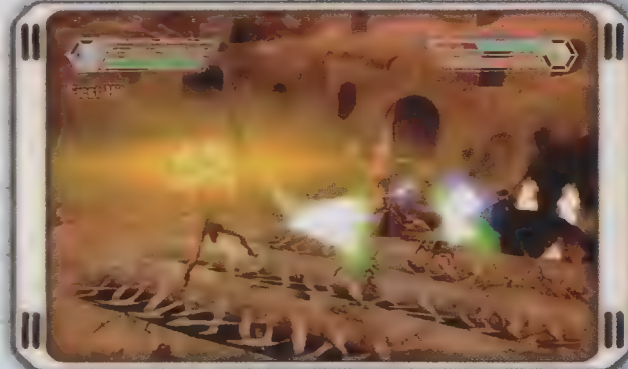


### Versus Ahsoka Tano



Battle Arena: Sarlacc Pit

In this small arena, Ahsoka doesn't have anywhere to run. The bridge is too small for her to continuously evade your attacks, and the Sarlacc tentacles can potentially knock her off her feet and slow her down. Be extra aggressive during this battle and slash at the pint-sized Padawan with your strongest combos. Pin her against the arena's edge and pummel her.

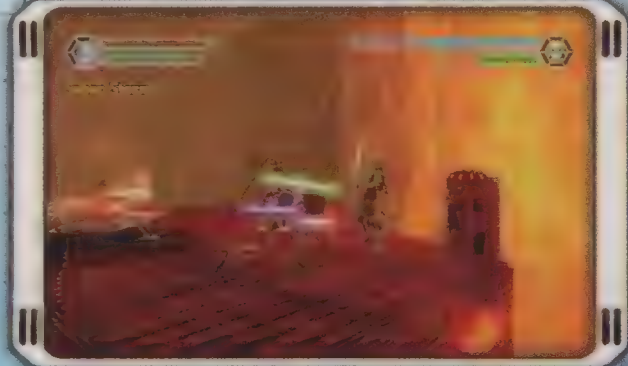


### Versus Kit Fisto



Battle Arena: Mustafar

Master Fisto can be taken quickly with a flurry of strong combos. He's a much more defensive fighter, meaning he'll try to block and parry more often, but that is also his greatest weakness. If you use stab attacks and leaping slashes, you can open him up for stronger, more devastating combos. Apply pressure on the Jedi and don't let up until he's on the ground.





## Versus Anakin Skywalker

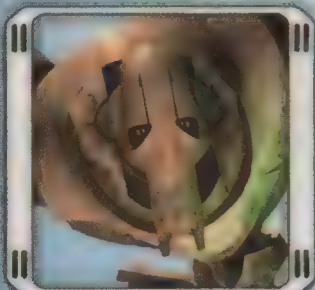


**Battle Arena:** Droid Factory

Anakin Skywalker is a tough opponent. He's a great balanced fighter who complements his lightsaber skills with great use of Force powers like Force Blast. Parry his lightsaber blows and counter consistently. To get clean shots on the brooding Jedi, dodge his Force Blasts and strike him from his flank. As he staggers, follow up with Great Jedi Purge and Jedi Hunter.

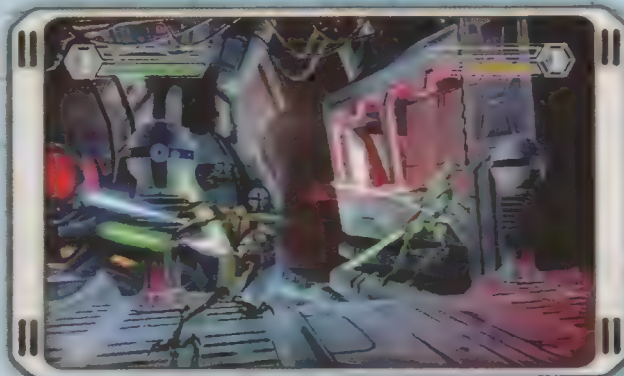


## Versus General Grievous



**Battle Arena:** Droid Lab

The battle against your other self can be quick and painless. You match up perfectly with your twin, so don't worry about who is faster or more agile. Instead, use your multi-saber attacks to overwhelm the other Grievous. If he attacks with Saber Onslaught, sidestep his attack, wait until he's wheezing and vulnerable, then attack with War-Cry of the Kaleesh.



## Versus Mace Windu



**Battle Arena:** The Negotiator

Mace Windu is a great test for your skills. He's a strong fighter with great combo skills. Watch out for his Achieved Focus and Vaapad Strike attack, which he'll land with deadly efficiency. Keep him from performing his favorite combos by parrying a lot. If he lands the first blow in his combo, immediately parry the second, or even the third. During the first round, step behind the equipment and other electrical components to create obstacles for the Jedi, then pounce on him as he approaches. In the second round, take the fight to the center walkway to restrict his movement.





**Kit Fisto****Vitals**

**Allegiance:** The Republic

**Rank:** High General

**Class:** Jedi Knight

**Species:** Nautolan

**Height:** 1.96

**Saber Color:** Green

**Banter style:** Witty and sardonic

**Force Attack:** Force Blast

**Initial Force Energy:** 100

**Potential Force Energy:** 125

**Stats**

Force Attacks	Combos	Force Energy	Agility	Special
4	5	3	4	Force Blast

**Bio**

Kit Fisto is a renowned Nautolan Jedi Master, known for his sense of humor and skills as one of the finest swordsmen in the order. Both a high Jedi general and a member of the Jedi Council, Kit Fisto is an accomplished combat leader and warrior.



## Fighting Style

### Alternate Costumes



Standard



Alternate



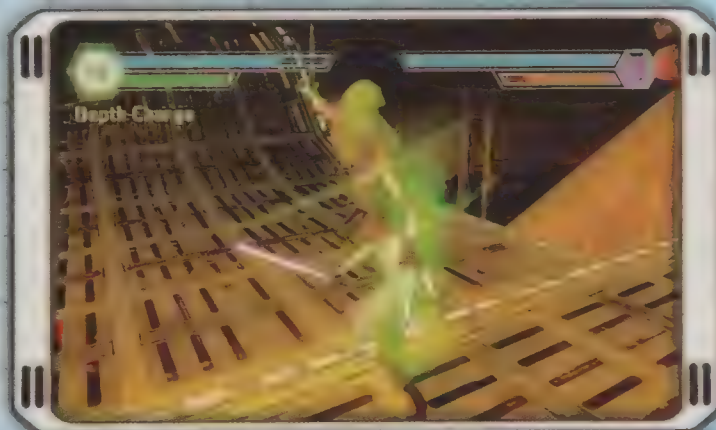
Jedi Task Force Robes



High General Robe



Jedi Council Robe



Being a master of the same lightsaber form as Ahsoka Tano, Kit Fisto can perform more advanced versions of her attacks. He's agile, has strong combos, and makes frequent use of Force attacks.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Shir-Cho Storm	Easy	L	R	D	—	N/A
Insightful Strike	Easy	R	L	U	—	N/A
Nautolan's Torrent	Medium	U	L	D	U	N/A
Amphibious Assault	Medium	D	U	R	D	N/A
Focused Offense	Hard	R	D	L	U	Obi-Wan Kenobi and Anakin Skywalker



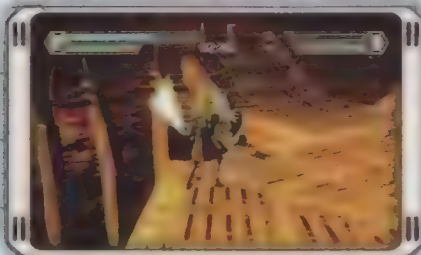
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	General Grievous	Raxus Prime	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Kit Fisto and his former Padawan Nahdar Vebb, confronted Grievous at his lair on the Vassek moon. Kit knows that the general is not a force to be taken lightly.



In order to complete this challenge successfully, be very aggressive. Grievous will be evasive and very frenetic throughout the match, so keep up with him and stay constantly on the attack. Dodge his Saber Onslaught by leaping over it and counterattack from behind. As he's down, use an upward Smash attack to deliver even more damage.

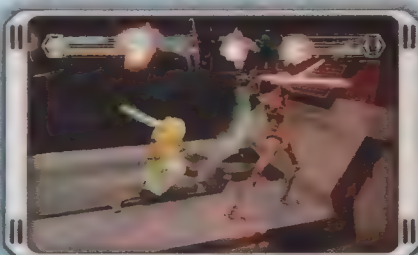
If Grievous attempts to evade your attacks by leaping away, use jumping Force attacks to slash the bucket of bolts back down to the ground. As he lands, continue your assault and melt his armor.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	EG-3 Prototype	The Malevolence	Defeat the opponent and use at least one Charged Combo.

### CHALLENGER'S MOTIVATION

Kit Fisto needs no motivation to destroy the EG-3 Prototype. Because the droid is programmed to hunt down all Jedi Knights, destroying it is a matter of survival.



The most difficult thing about this challenge is filling your Force Gauge to unleash the Charged Combo. There are crates between you and the droid; as soon as the battle begins, Force Throw these crates at it. If you're fast enough, you may be able to throw two crates and begin filling your Force Gauge immediately. Continue building your charge by spinning the droid around and landing quick combos like Shii-Cho Storm.

Once your gauge is full, hit the Sith puppet with your Charged Combo. After fulfilling the challenge requirement, you can safely finish the droid off with strong combos and leaping slashes.

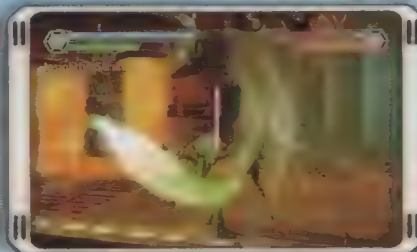
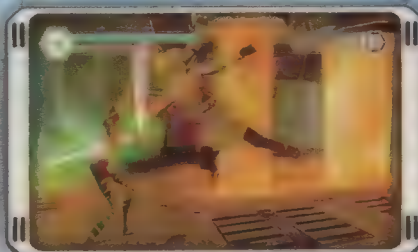


## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asajj Ventress	Droid Factory	Defeat the opponent and use all five combos.

### CHALLENGER'S MOTIVATION

Kit Fisto and Ventress once battled to the brink of death. Ventress hates Jedi and has made it her duty to rid the galaxy of them in order to gain Count Dooku's praises. Kit Fisto cannot let Ventress continue hunting Jedi for the Separatists.



Ventress is extremely fast, making it difficult to connect with all five of your combos. Luckily, all you have to do is connect with each combo once. Begin by rushing toward Dooku's lackey and breaking her defense with a stab attack. As soon as she's off balance, follow up with Focused Offense. With the toughest combo to execute out of the way, whittle away at the bald baddy with Nautolan's Torrent and Amphibious Assault.

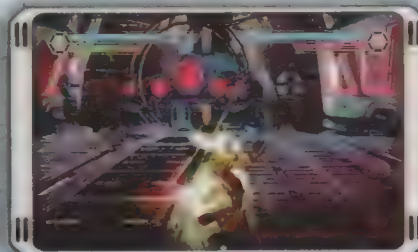
Leave Shii-Cho Storm and Insightful Strike for the second (and possibly third) round. If you manage to land one but not the other, feel free to throw the second round and execute the final combo during the third and final round. There are no time limits, so your main concern is connecting with the final blow, at the very least, of all five combos.

## Challenge 4

Requirement	Opponent	Level	Objective
Grand Master Difficulty	Count Dooku	Droid Lab	Defeat the opponent and destroy the two astromech droids.

### CHALLENGER'S MOTIVATION

Kit knows the danger represented by Count Dooku and is another Jedi who wants to bring the dark side of the Force to justice.



The trickiest part of this challenge is destroying both astromech droids. You must destroy one droid per round, as there is only one droid available at a time. As you fight Dooku, run around the entire arena to locate the droid. When you do, duck behind the droid so it is between you and Dooku. Slash the astromech a few times until it blows up, then focus your efforts on Dooku.

In the second round, do the same thing. Locate the droid and slash it before you finish off Dooku. If you finish the fight with the count before destroying the second droid, you'll fail the challenge.



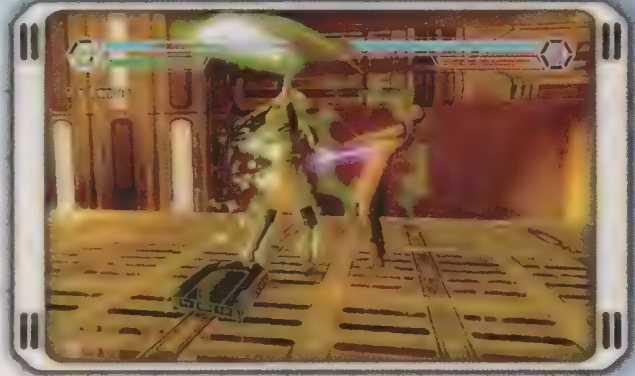
## Battle Mode

### Versus Mace Windu



Battle Arena: Raxus Prime

Windu is a great combo specialist and is very strong. Parry his attacks to build your Force charge, then assail him with Charged Combos. Stay light on your feet and constantly on the move to throw off Windu's combos. Spring on the Jedi Master from the sides and behind to open up with combo chains.



### Versus Count Dooku



Battle Arena: Sarlacc Pit

Dooku is the perfect opponent for you. His propensity to block and parry make your great combos difficult to execute, but his slow pace makes your speed a great advantage. Dash around the count's defense and attack him from behind and the sides. If you come at him head-on, he'll parry your blows and counter. Circumvent his defense with your speed!



### Versus Obi-Wan Kenobi



Battle Arena: Mustafar

Fighting against Obi-Wan is a test of technical lightsaber skill. He's a super balanced fighter who slightly favors Force powers, making this a great test of your Jedi skills. Approach this battle with a balance between 'saber skills, Force attacks, and defense. Don't be too aggressive or Kenobi will quickly make you pay with his strong combo skills.

Instead, pick your slashes carefully and parry as much as possible.





## Versus Asajj Ventress



**Battle Arena:** Droid Factory

Speed is the name of the game against Asajj Ventress. Overwhelm her with speed and a flurry of short two- and three-hit combos to whittle her down. Once she's down to less than 50 percent health, use Charged Combos, Shii-Cho Storm, and Insightful Strikes to finish her off.



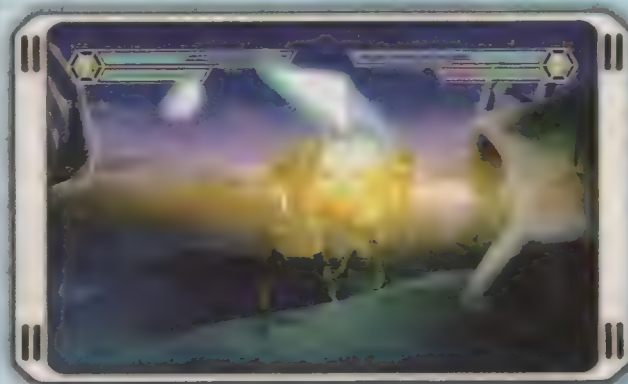
## Versus Kit Fisto



**Battle Arena:** Tatooine

Facing Kit Fisto is a lot like facing Obi-Wan Kenobi. Fight a balanced fight, but favor your lightsaber skills a bit more. Execute combos regularly, but defend against your clone's attacks. Remember, you're fighting your twin, so your strengths are his strengths. Take away his ability to execute combos by blocking and parrying his attacks, and rob him of his

speed by keeping him on his back. Strong combos and a fair amount of defense spell out a surefire win.



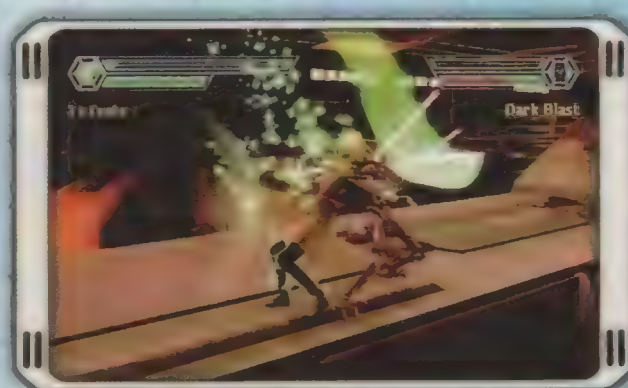
## Versus EG-05 Jedi Hunter Droid



**Battle Arena:** The Malevolence

The Jedi hunter droid is dangerous. It's got raw power, great 'saber skills, and enough speed to make you dizzy. When facing it, increase your attack rate. Don't go for lots of big combos; instead, whittle away at it with short, quick 'saber strikes. Use your big combos as supplements to a faster fighting style built on short combos. Follow the droid

around the arena and chip away at it as you build your Force Gauge. Once the gauge is full, finish off Dooku's droid with a Charged Combo.





## Mace Windu

### Vitals

**Allegiance:** The Republic

**Rank:** General

**Class:** Jedi Master

**Species:** Human

**Height:** 1.88

**Saber Color:** Purple

**Banter style:** Strong, confident, and resolute

**Force Attack:** Force Blast

**Initial Force Energy:** 130

**Potential Force Energy:** 170

### Stats

Force Attacks	Combat	Force Energy	Agility	Special
4	5	5	2	Force Blast

### Bio

Mace Windu is a master swordsman and a powerful member of the Jedi High Council. His wisdom and power are legendary among the Jedi.





## Fighting Style

### Alternate Costumes



Standard



Alternate



Jedi Task Force Robes



Jedi Master Robe



Jedi Council Robe



Mace Windu uses a devastating lightsaber form that borders on the edge of falling to the dark side. Only his mastery and concentration on the light side prevented him from succumbing to his own anger.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with...
Vaapad Strike	Medium	R	L	D	U	N/A
Achieved Focus	Medium	D	R	U	D	N/A
Judgment Strike	Hard	L	U	R	D	N/A
Path of the Righteous	Hard	U	R	D	L	Plo Koon
Hurricane Onslaught	Hard	R	U	L	U	N/A



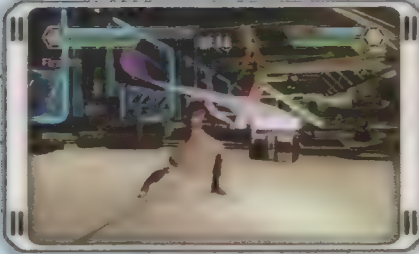
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Ahsoka Tano	The Resolute	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Mace sees in Ahsoka the same sense of defiance he sees in her teacher. Through no fault of her own, Mace has the same distrust of Anakin's Padawan as he does for Anakin.



The battle against Ahsoka Tano can be tough. Her speed and shiftiness make her a very difficult opponent to pin down. She'll often leap over you, sidestep, and roll away from attacks, and even launch quick combos as she speeds around the arena and makes herself a difficult target. As she evades your close-quarter attacks, don't let up. Begin your attacks from afar as she moves toward you so that the final blow in your combos connects.

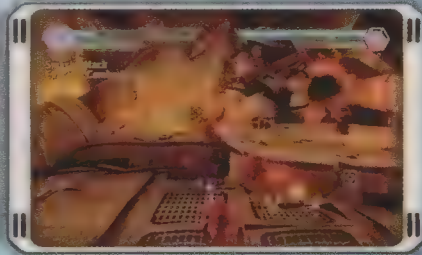
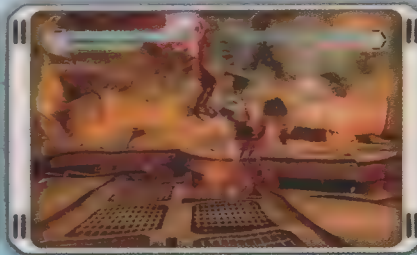
Use Charged Combos to take big chunks off her Health bar. She'll frequently try to flank you, so intercept her attacks, parry, and counter. As long as you're also constantly on the offensive, you can dispatch her in less than three minutes.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Count Dooku	The Tranquility	Defeat the opponent and avoid the Tabana Gas blasts.

### CHALLENGER'S MOTIVATION

It is said that only his one-time friend Dooku and the venerable Grand Master Yoda could outspar Mace Windu.



The battle against Count Dooku isn't very hard, actually. You can take him out handily with lots of Judgment Strikes, Serenity of Light, and Whirlwind of Justice attacks. During the first round, defeat Dooku as you would in any other fight. Break through his defense by leaping above and slashing from behind or stabbing through it, then following with any of the above combos.

During the second round, keep the fight on the ship's far left side. Do not move toward the center or you'll risk destroying the console near the arena's middle. However, once the console is destroyed, the ship begins to unleash several gas blasts that make it difficult to complete the challenge. Keep Dooku near the far left and assault him with plenty of Smash attacks to keep him on his back.

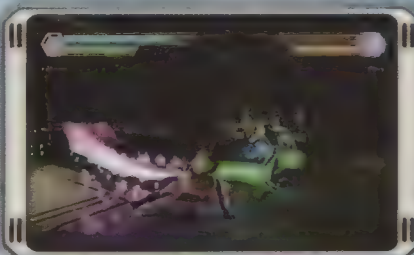


## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	General Grievous	The Negotiator	Defeat the opponent and do not lose more than 25 percent health.

### CHALLENGER'S MOTIVATION

Mace Windu Force-crushed the plates covering Grievous's internal organs, severely damaging his lungs. This crippling blow injured Grievous for life and caused his severe coughing and wheezing fits. Mace is always willing to finish the job he started.



This challenge is very similar to the Dooku challenge. Instead of avoiding an obstacle during the second round, however, you must keep from losing more than 25 percent health (one-fourth of your Health bar). During the first round, defeat Grievous as you would during any other fight. Pummel him with combos as he tries to leap away and corner him against the arena's edge to keep him from escaping.

During the second round, you must become very evasive and keep up your guard consistently. Parry as much as possible to keep from taking damage, and build up your Force Gauge. Stay on the move and only use your Charged Combos when you're sure you'll get clean hits. If your Charged Combo misses, Grievous can easily follow up with Saber Onslaught, ruining your challenge.



### NOTE

Because the Health bar is not measured in percentages, visualize the bar split into four pieces.

## Challenge 4

Requirement	Opponent	Level	Objective
Grand Master Difficulty	Anakin Skywalker	Separatist Listening Post	Defeat the opponent within three minutes and use all five combos.

### CHALLENGER'S MOTIVATION

Despite Anakin's bravery, Mace Windu was reluctant to allow him into the Jedi High Council. Mace was careful about who his friends were and who he trusted. Despite the fact that Anakin Skywalker was one of the most talented Jedi in the order, Windu stated that he did not fully trust him and wasn't convinced that Anakin was the Chosen One.



By far Windu's most difficult challenge, he must defeat Anakin in three minutes with all five combos. Anakin is a smart fighter, and his ability to counter nearly every attack makes it difficult for your combos to connect. In fact, Anakin can nearly always parry the second blow of any of your combos. If you don't execute the combos correctly and quickly, he'll parry and counter until he defeats you.



The key to winning this challenge is keeping your combo motions fluid and quick! Don't pause between combo strokes or you'll give Skywalker the perfect chance to turn the tables. If you still struggle to connect with your combos consistently, begin them a few steps away from Anakin and connect with the third or fourth hits. Don't bother with smaller two- or three-hit combos during this battle. After you land all five combos, execute Charged Combos to take off huge chunks of his health. Stick to your most powerful combos (any of your signature five and Charged Combos) and you'll fell the cocky Jedi within three minutes.

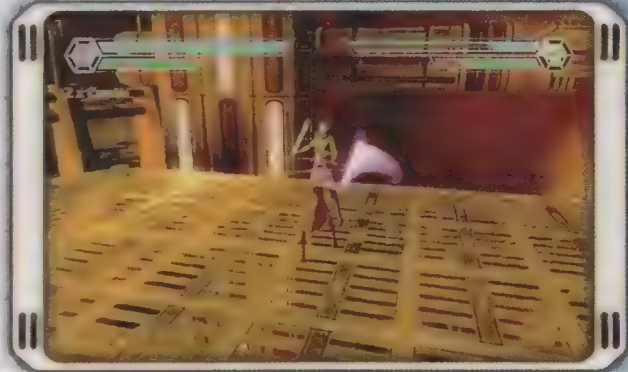
## Battle Mode

### Versus Kit Fisto



Battle Arena: Raxus Prime

Kit Fisto is a fun opponent. His speed and combo skills make him a great test of your combo abilities. Use the arena's wide-open space to formulate long combo chains, and use the debris scattered about to hit Fisto from afar. Once your Charged Combo is ready, let it loose and take down the big green Jedi.



### Versus Asajj Ventress



Battle Arena: Sarlacc Pit

Ventress is a fast fighter. She uses her speed and dual 'sabers to overwhelm her enemies and slice them up with short combo flurries. Take away her ability to string together combos by pinning her against the edge of the bridge. If she tries to evade, use Smash attacks to knock her off the bridge and immediately slash her as she returns to the battle.



### Versus Plo Koon



Battle Arena: Mustafar

The battle against Plo Koon can often play out like a game of cat and mouse. Koon, like Tano, is light on his feet and will often dart around the arena evasively. Chase the dodgy Jedi around the arena and knock him off his feet with Smash attacks. Once he's back up, immediately follow up with strong combos to take him out. During the first round, use the electrical generators around

the arena to inflict more damage on Koon. In the second round, the uneven terrain make it a great place to set up ambush attacks and Smash attacks.





## Versus Count Dooku



**Battle Arena:** Droid Factory

Because Dooku is a master blocker and a great defensive swordsman, you must first break through his defense to connect with follow-up blows. The odd, T-shaped arena makes it a great place to corner Dooku and keep him from defending against your attacks. Follow the count around, break through his defense with stab attacks, and force him into a niche. Once he's cornered, hit him with your strongest combos.

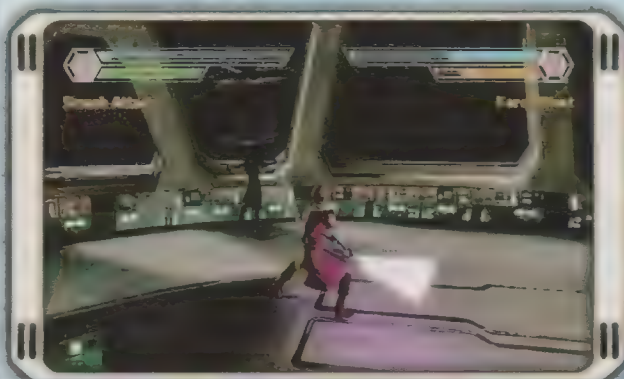


## Versus Mace Windu



**Battle Arena:** The Negotiator

The fight against your doppelganger boils down to who is more skilled with the lightsaber. During the first round, there are many pieces of equipment to use as projectiles, so the occasional Force Throw might come into play. But without proper combos and 'saber skills, thrown objects don't do much. Overpower your other self by stringing together signature attacks like Whirlwind of Justice and Judgment Strike with short two- and three-hit combos. In the second round, forget about using the Force and instead use more Charged Combos.



## Versus General Grievous



**Battle Arena:** Droid Lab

The Droid Lab is a great arena in which to face General Grievous. The crates scattered about make perfect weapons to hit him from afar as he leaps around and simultaneously fill your Force Gauge. Once the reactor begins to go haywire, you can use the electrical currents to zap Grievous and hold him in place while you formulate your next attack.

Use a heavy dose of projectiles, Charged Combos, and Smash attacks to destroy Dooku's demented drone.





## Obi-Wan Kenobi

### Vitals

**Allegiance:** The Republic

**Rank:** General

**Class:** Jedi Master

**Species:** Human

**Height:** 1.8

**Saber Color:** Blue

**Banter style:** Dry, witty, and debonair

**Force Attack:** Force Blast

**Initial Force Energy:** 130

**Potential Force Energy:** 170

### Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	5	4	3	Force Blast

### Bio

A dedicated and decorated Jedi Master, Obi-Wan is determined to see the Jedi Council effectively deal with the Separatist threat and uphold the unity of the Republic.



## Fighting Style

### Alternate Costumes



Standard



Alternate



ARC Battle Gear



Tatooine Battle Gear



Kashyyyk Battle Gear



Using honored Jedi Knight lightsaber styles, Obi-Wan themes his attacks with flourish and counter strikes.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	4th Hit	Shares Combo with
Strength of Soresu	Easy	L	R	L	R	N/A
Rise of Virtue	Easy	R	L	R	D	Ahsoka Tano
Ataru Surge	Medium	R	U	U	—	N/A
Eye of the Storm	Medium	U	D	L	—	N/A
Focused Offense	Hard	R	D	L	U	Anakin Skywalker and Kit Fisto



# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asaji Ventress	Teth Castle Dungeon	Defeat the opponent within three minutes.

### CHALLENGER'S MOTIVATION

Obi-Wan has a conflicted relationship with Ventress; he knows she's the enemy, but he also feels that she's been led astray and can be turned. He needles her with flirtatious comments, meant to prod her into acting rashly. Through numerous battles with Ventress, Obi-Wan has found out much about her past and believes that there is still some good in her.



When the fight begins, immediately leap to action. Ventress is a dodgy fighter and can stay on the move throughout the entire battle, making your time limit hard to hit. Keep her within your reach by using long-distance assaults like stab attacks and by Force Throwing objects at her. Once you reach the bald assassin, rush her with short combos to chip away at her health.

If she tries launching an attack, sidestep or parry, then counter with two- and three-hit combos. Your more powerful signature attacks are useful, but if you miss the jittering Jedi wannabe, then you'll waste precious time and leave yourself open to counterattack. On the other hand, if you can land signature attacks consistently, the match will be over considerably faster. During this three-minute time limit, consider signature attacks a risk-versus-reward option.

## Challenge 2

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asaji Ventress	The Resolute	Defeat the opponent and use at least one combo and one Charged Combo.

### NOTE

Obi-Wan's motivation for defeating Ventress does not change from battle to battle.



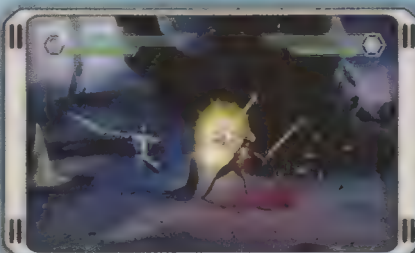
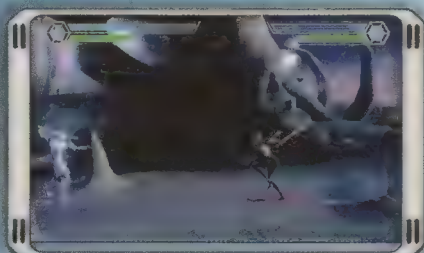
With no time limit to worry about, you can take your time setting up your attacks during this challenge. Begin by fulfilling the "one combo" requirement and hit Ventress with Strength of the Soresu. It's the easiest and quickest combo to execute, and it will frequently spin your enemy around. After you execute your one combo, begin to parry Ventress's attacks and hit her with boxes and other junk lying around the arena.

As soon as your Force Gauge is full, unleash your Charged Combo. If it connects, then finish off Dooku's domed drone any way you see fit. If you miss, begin to parry her attacks again and refill your Force Gauge. Remember, you don't have a time limit on this challenge, so if you need a third round to complete the challenge requirements, you can always throw the second round.



## Challenge 3

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asaji Ventress	Tatooine	Defeat the opponent, and destroy the teeth and the droids in the battle arena.

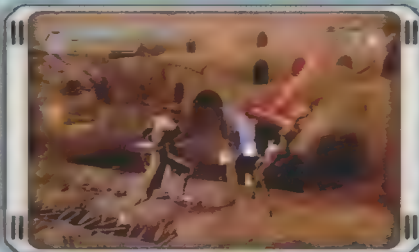


By now, defeating Ventress should be old hat. As soon as the fight begins, move toward the arena's far left side and position yourself behind the four large teeth sprouting from the ground. Wait for Ventress to approach, then execute a sideways slash to cut through one of the teeth and send it flying at your opponent. Carefully edge to the other teeth and do the same until you destroy all four teeth.

After you destroy all four teeth in the first round, dispatch Ventress as you would in any other fight. Since there are no teeth in the secondary arena, you can finish the fight however you want. We suggest you put an end to Ventress with lots of Smash attacks and short combos.

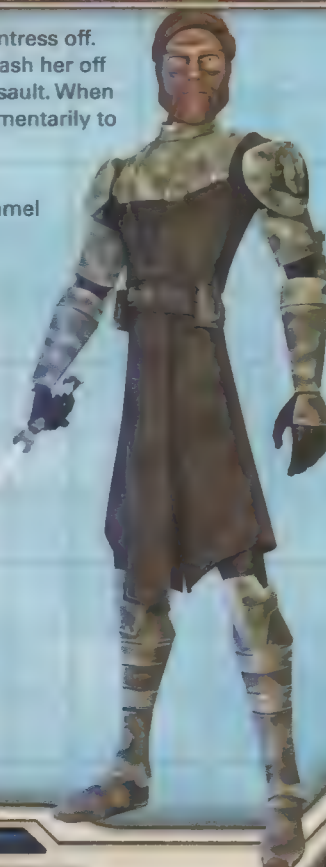
## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asaji Ventress	Sarlacc Pit	Defeat the opponent and knock her off the bridge



Since both rounds take place on the bridge, you'll have plenty of opportunities to knock Ventress off. Although she is very quick and evasive, Ventress will often give you plenty of chances to slash her off the bridge after a failed attack. Engage her in battle and wait for her to begin Exar Kun's Assault. When she does, either leap over her or sidestep her approach. When she's done, she'll pause momentarily to catch her breath.

As soon as she does, use a Smash attack to knock her off the bridge. After you meet the challenge requirement, finish the fight by pinning Ventress near the bridge's edge and pummel her with Eye of the Storm, Focused Offense, and a Charged Combo.





## Battle Mode

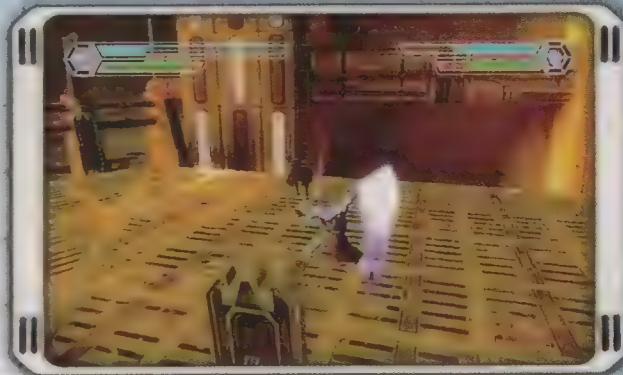
### Versus Anakin Skywalker



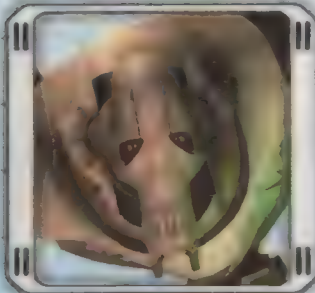
**Battle Arena:** Raxus Prime

slash. Once he's below 50 percent health, bully him off the arena and pounce on him as he rejoins the fight.

Anakin may be a Jedi Knight now, but that doesn't mean you can't still teach your old Padawan a few lessons in lightsaber combat. Use short, controlled lightsaber slashes to slowly chop down Anakin's Health bar and parry to build your Force charge. Use the wide-open arena to evade his attacks, and counter whenever he passes you in a missed



### Versus General Grievous



**Battle Arena:** Sarlacc Pit

out of the corner, turn around and hit him with Force Blast or a stabbing attack to get back within range.

Generally Grievous can be a difficult opponent to face in combat. In this arena, however, the advantage is all yours. Your strong combo skills and stout Force Energy abilities make the long, thin bridge a perfect place to keep the cagey general in check. Pin him against the side of the bridge and pummel him with your superior combo skills. When he leaps over you to get



### Versus Plo Koon



**Battle Arena:** Mustafar

Plo Koon is surprisingly effective with Force abilities such as Force Blast and Force Throw. Attack your Jedi colleague with a chain of signature attacks. If he moves out of your range, beat him to the punch and Force Throw objects at him to knock him off balance and rob him of a potential weapon. If you miss with a combo, move out of his range to avoid taking damage from his Force Blast.





## Versus Asajj Ventress



**Battle Arena:** Droid Factory

The fight against Ventress in the Droid Factory can be very difficult. Because Ventress is fast and evasive, the awkwardly shaped arena will often make reaching her difficult. Instead of chasing her around the arena, let her come to you. Stay near the center of the middle walkway or near one of the battleground's edges to take advantage of the wide-open areas. If you are constantly

chasing her, she'll slash you to bits as you approach.



## Versus Obi-Wan Kenobi



**Battle Arena:** Teth Castle Ramparts

When facing Obi-Wan Kenobi, balance your lightsaber, Force attacks, and defensive skills evenly as you block, parry, and attack your other self. The Teth Castle Ramparts are riddled with rocks and other debris that you can use to throw at your opponent and set up your combos. However, if you get carried away trying to execute every combo in your repertoire, Obi-Wan will

simply parry and counter. Remember to keep your guard up when you're a fair distance from your enemy—he can Force Throw rocks too!



## Versus Count Dooku



**Battle Arena:** Separatist Listening Post

Your final battle is against Dooku. This, much like the previous battle, requires a fair amount of balance. Unlike the battle against the other Obi-Wan, however, Dooku will often remain a bit more defensive. When he does, sidestep, leap, and stab through his 'saber blocks, then unleash quick combos to deal some damage. When he attacks, he'll often try to go for big signature combos. If he

connects with the first blow, block the second, then get away from him to keep from taking more damage. Once you're safe, rush in and slash through the gray-bearded baddy.





## Plo Koon

### Vitals

**Allegiance:** The Republic

**Rank:** General

**Class:** Lifetime member of the Jedi Council

**Species:** Kel Dor

**Height:** 1.88

**Saber color:** Blue

**Banter style:** Calm, serious at times

**Force Attack:** Force Blast

**Initial Force Energy:** 130

**Potential Force Energy:** 170

### Stats

Force Attacks	Combos	Force Energy	Agility	Special
2	3	5	2	Force Blast

### Bio

A wise member of the Jedi Council and general in the Grand Army of the Republic, Plo Koon is also a highly skilled combatant. Having rescued the young Togruta at an early age, Plo Koon shares a special bond with Ahsoka Tano.





## Fighting Style

### Alternate Costumes



Standard



Alternate



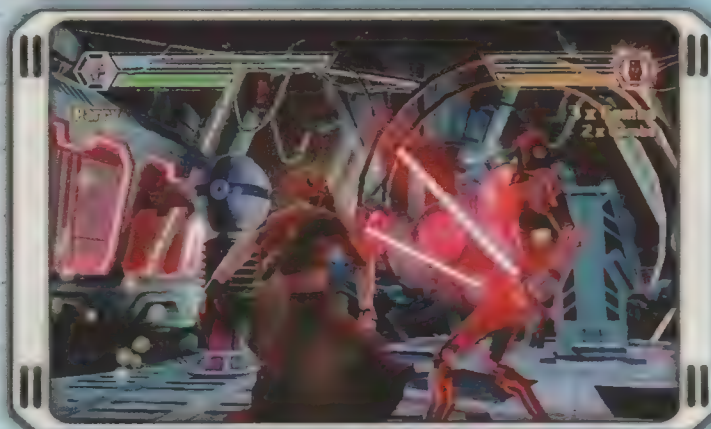
Kel Dorian Robes



Jedi Master Robe



Jedi Council Robe



Plo Koon is a skilled lightsaber duelist but relies more heavily on his developed Force abilities. With a highly evolved capacity for Force Energy, Koon can augment his lightsaber techniques with Force Blasts and Force-imbued strikes.

### Combos

Signature Move	Difficulty	1st Hit	2nd Hit	3rd Hit	With I-Ed	Starts Combo with...
Whirlwind of Justice	Medium	R	L	U	R	N/A
Tyvokka's Patience	Medium	D	R	L	U	N/A
Claw of the Krayt Dragon	Medium	U	D	R	U	N/A
Judgment Strike	Hard	L	U	R	D	Mace Windu
Serenity of Light	Hard	R	U	L	D	N/A



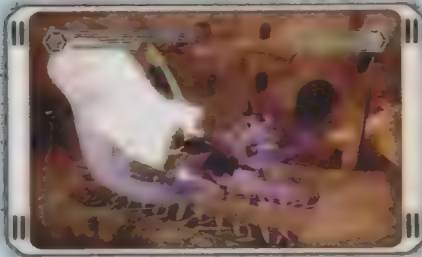
# Challenge Mode

## Challenge 1

Requirement	Opponent	Level	Objective
Padawan Difficulty	General Grievous	Sariacc Pit	Defeat the opponent and knock him off the bridge.

### CHALLENGER'S MOTIVATION

Plo Koon knows the dangers General Grievous represents. With Grievous in command of the Separatist droid armies, Koon feels it is his duty as a Jedi for the Republic to stop him.



Plo Koon doesn't have much of an Agility rating, but it is still better than Grievous's Agility rating. And on this small arena, even a one point difference in rating can make a big difference. Grievous will try to outrun you until he can counterattack, but with the bridge being thinner than most fighting areas, you can quickly catch him and run your saber through his servos.

After you catch the cagey creep, throw him off balance with a few combos and finish with a Smash attack. Usually your signature attacks are powerful enough to knock him off the bridge, but with Smash attacks you can increase the chances of sending the Sith wannabe soaring off the bridge.

## Challenge 2

Requirement	Opponent	Level	Objective
Padawan Difficulty	Count Dooku	The Negotiator	Defeat the opponent and use at least one Charged Combo.

### CHALLENGER'S MOTIVATION

Plo believes Count Dooku to be nothing more than a traitor to the Jedi, who needs to be brought to justice for his crimes against the Jedi order.



Of your many talents, your exceptionally high Force Energy rating will be your most useful during this challenge. During battle in the first round, use your high Force capacity to ForceThrow computer pieces at your enemy. This knocks him off balance and helps charge your Force Gauge quickly. Dooku's attacks are more easily parried than other combatants', also filling your Force Gauge quickly.

Once your Charged Combo is ready, let it loose to fulfill your challenge requirement. When it connects, resume your assault on the traitorous Sith Lord with short combos and Force Energy attacks like Force Thrown objects and Force Blast.



## Challenge 3

Requirement	Opponent	Level	Objective
Padawan Difficulty	EG-4 Prototype	Droid Lab	Defeat the opponent and avoid the electrical blasts.

### CHALLENGER'S MOTIVATION

Plo Koon needs no motivation to destroy the EG-4 prototype. Because the droid is programmed to hunt down all Jedi Knights, destroying it is a matter of survival.



This may be Koon's most difficult challenge. Not only must you contend with the speedy EG-4 prototype droid, but you must also do it while avoiding an environmental hazard! The best approach for this fight is to use all five combos during the first round. By doing so, you finish off the droid more quickly, and you save time before the reactor begins to go haywire in the second round.

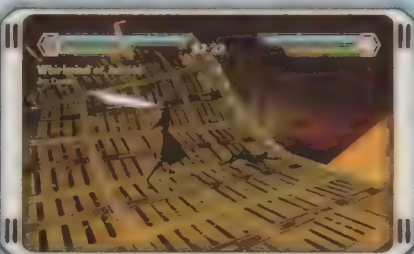
The more time you have during the second before the reactors begin to malfunction, the less you'll have to worry about getting caught in the electrical current. During the second round, keep a close eye on the conductors in the background. If they begin to draw a charge, immediately lure the droid to the arena's opposite side. Keep the fight in the foreground, as far as possible from the large conductors. Use Charged Combos and signature attacks to defeat the droid, and stay on the move to keep from wandering into the electrical currents!

## Challenge 4

Requirement	Opponent	Level	Objective
Jedi Knight Difficulty	Asajj Ventress	Raxus Prime	Defeat the opponent within three minutes and use all five combos.

### CHALLENGER'S MOTIVATION

Even though he knows that Ventress is nothing more than Count Dooku's assassin, he also knows not to underestimate her desire to be one with the dark side. Koon doesn't take Ventress lightly.



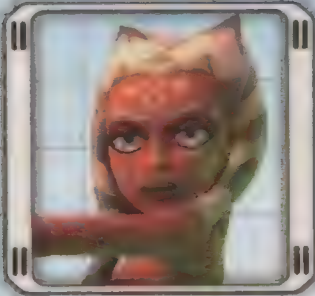
As always, the wide-open arena of Raxus Prime is a great place to execute your signature attacks. Ventress will probably stay at a distance before she attacks, granting you a perfect opportunity to begin your signature combos from afar. As long as the final hit of your combo connects, it counts, so don't stay too close to the shifty Sith puppet or she'll slice you up.

Deliver all five combos quickly! You have only three minutes to defeat her, and if you take too long in fulfilling the challenge requirement, you'll run short on time at the end. Also, refrain from using Smash attacks during this battle, as it will knock her off the arena and waste precious time you need to execute all five combos in three minutes.



## Battle Mode

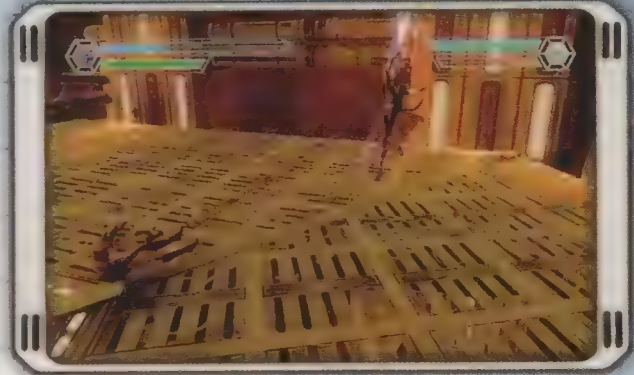
### Versus Ahsoka Tano



**Battle Arena:** Raxus Prime

attacks, and follow with signature strikes.

Fighting Ahsoka Tano in such a wide-open area can be like trying to snatch a Felucian fruit fly out of the air. She's fast and constantly on the move. Use long-distance attacks like Force Throw and upward Smash attacks to reach the bouncy Padawan, then rush at her with stronger attacks. If she tries to circle around you, turn around, use sideways slash



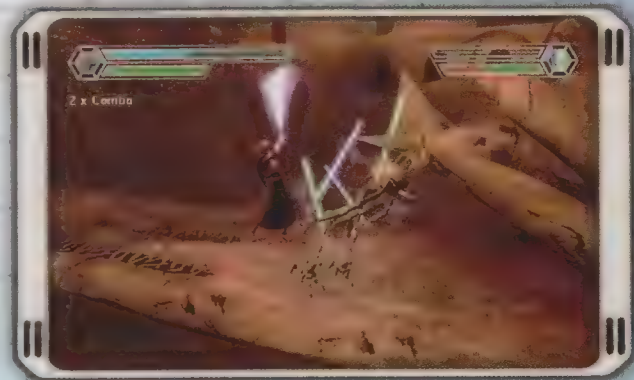
### Versus General Grievous



**Battle Arena:** Sarlacc Pit

let up on the general—overwhelm him with your 'saber and he'll go down like an X-wing with no pilot.

Unfortunately for General Grievous, the battle atop the Sarlacc Pit bridge is in your favor. His evasive fighting style is hindered by the bridge's short and thin design. Gash Grievous with strong signature blows, then pin him near the edge of the bridge. As always, knocking him off the bridge with Smash attacks also helps set up stronger combos. Don't



### Versus Asajj Ventress



**Battle Arena:** Mustafar

up short combos by luring her up stepped areas and around small obstacles.

Ventress will try to use the moderately sized arena to her advantage by utilizing leaping slashes, rolling away, and often leaping back and away from your attacks. Use a similar approach to this fight, just as you did against Tano in the first battle challenge. Attack from a distance with Force Throw objects and upward Smash attacks. In the second round, you can use the terrain to set





## Versus EG-05 Jedi Hunter Droid



**Battle Arena:** Droid Factory

Keep the fight near the center walkway of the Droid Factory arena, and use your combos to slice off huge chunks of health from the EG-05 Jedi hunter. If it tries to overpower you with lots of combos and a flurry of 'saber strikes, sidestep, leap, or simply run out of its range, then return with a vengeance. Use Smash attacks to knock the droid off the walkway, and create some breathing room while you formulate your next attack.

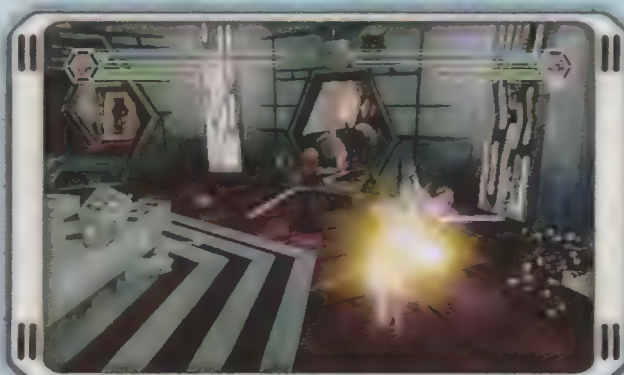


## Versus Plo Koon



**Battle Arena:** The Tranquility

During the first round of your mirror battle, use your Force powers to throw anything and everything at your opponent. Slowly build up your Force Gauge so that you can start the second round with a Charged Combo. Start the second round by unleashing your Charged Combo, then destroy the arena's center console to fire up the gas blasts. Pin your enemy against the booster wall, and retreat just as it is about to fire. The blast deals major damage, allowing you to finish off your clone with a few quick combos.



## Versus Count Dooku



**Battle Arena:** Separatist Listening Post

Dooku's greatest strength is his ability to patiently wait for an opening and counter-attack. Use your greatest strength, Force Energy, to break through his defense with thrown objects, then follow it up with quick 'saber strikes. Use short attacks, then back away. If you attempt too many combos, Dooku will parry your blows and counter with deadly accuracy. Instead, slowly chip away at his health with short attacks, then retreat and return a few seconds later with another assault.





## A LONG TIME AGO....

In Campaign mode you guide Ahsoka Tano, Anakin Skywalker, and Obi-Wan Kenobi. The following pages detail strategy on how to maximize the Force, sharpen your lightsaber skills, and emerge from the Campaign mode victoriously.

## NOTE

The following strategy is based on the Padawan difficulty setting.

## The Resolute (Tutorial)



A galaxy at war! Before the Republic can fully mobilize its new clone army, the evil Count Dooku strikes a crippling blow, capturing key hyperspace lanes and isolating the Galactic Senate on Coruscant. On the front lines, Jedi generals Anakin Skywalker and Obi-Wan Kenobi lead their clone troops in a desperate battle against the droid army on Christophsis, aided by Anakin's newly assigned Padawan, Ahsoka Tano.

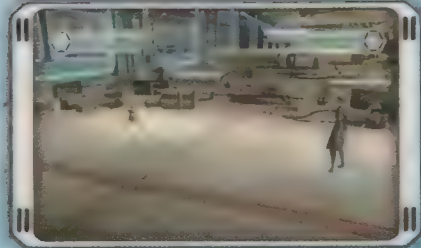
With the Republic forces victorious, Anakin's flagship, the Resolute, speeds toward its next mission in Hutt space. During the journey, Anakin begins training his young Padawan, uncertain if he is ready for the responsibility....

## NOTE

Before engaging in Campaign mode, you must complete Beginner Training.

## Beginner Training

## Basic Movement

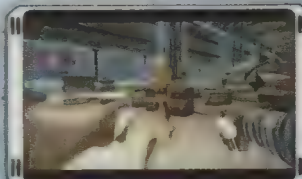


Great lightsaber duelists understand that proper footwork lays the groundwork for successful battle, so that is where Anakin Skywalker begins his training. As Ahsoka Tano, follow Anakin's instructions and use the control stick on the Wii Nunchuck to move around the Resolute cargo bay.

Move left and right, then back and forth. Acquaint

yourself with three-dimensional movement while locked on to your opponent. Accustom yourself to moving while locked on to a target, moving in and out of your opponent's range, and sidestepping. All of these skills will mean the difference between utilizing the Force and becoming one with the Force—permanently.

## Basic Lightsaber Attacks



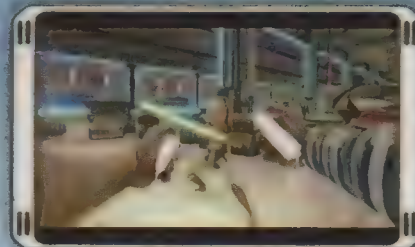
Any youngling can pick up a lightsaber, often with disastrous results, but it takes a trained hand to properly wield one. Follow Anakin's lead and make short, yet precise, slashing motions with the Wii Remote. First swing the remote from left to right, then right to left. Don't proceed until you make both sideways slashing attacks successfully. When practicing these most basic attacks, don't allow your hand to wander farther than needed to execute the attack. Make the slashes short, swift, and assertive.



### Blocking

Like evasive maneuvers, blocking is just as important as attacking. Raise your 'saber and wait for Anakin to attack. Hold your position and wait for his attack to harmlessly deflect away. When it does, the lesson is over.

Though this may be one of the easiest lessons to learn in Beginner Training, it may be one of the most important. It is



extremely easy to get caught up in your offensive assault. After all, great duelists use the Force intuitively and plan ahead, formulating their attacks before they execute. In doing so, you can often get carried away while attacking and forget to block.

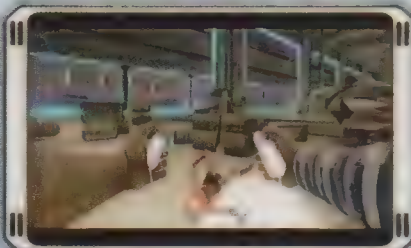
#### TIP

While slashing attacks are the building blocks of your basic fighting style, stabbing attacks are the building blocks of a slightly more advanced fighting technique. For more advanced combat tactics, including how to properly incorporate stabbing attacks and how to create combos, see the "Advanced Combat Techniques" section of the Controls chapter.

### Dodging and Evasive Maneuvers

You can stand against an opponent. You can even take a blow or two. But only a fool would face an enemy and take the brunt of every attack without trying to evade their advances. Anakin knows that even as strong and gifted as he is, he cannot bully through a battle. Listen to his instructions and familiarize yourself with evasive rolls and leaping dodge attempts.

Just as with the basic lightsaber attacks training, execute several evasive maneuvers to get yourself accustomed to moving in real space. Roll forward, leap backward, and execute evasive sideways rolls until you're comfortable that you can escape the enemy's attacks.



### Intermediate Training Utilizing the Force

Force-imbued lightsaber attacks are a secondary type of attack. While you can win a duel by using only basic lightsaber attacks, you greatly expand your fighting repertoire by using Force-imbued lightsaber attacks. As Anakin explains, the Force augments your abilities. When harnessed, the Force can make a weak person powerful, a slow person faster, and a mediocre lightsaber duelist a fearsome warrior.

Practice your Force 'saber attacks, and note the distance from which you can lunge toward your



opponent and strike. When executed, the Force 'saber strikes allow you to bravely lunge toward your enemy and spin him



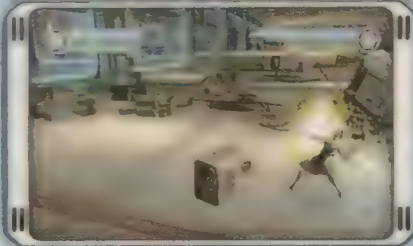
or her completely around. Of course, you won't always reach your target with your first attack. So take this opportunity to see from just how far you can strike with a Force 'saber strike.

**NOTE**

Each combatant is unique. So while you can only really learn Ahsoka's striking distance, you can still get a very good idea of what other combatants will be capable of.

## Utilizing the Force

Scattered amidst nearly every battle arena are debris, cargo crates, and other movable objects. Like your lightsaber, all of these objects can be used as weapons! The Jedi are always mindful of their surroundings and frequently utilize everything at their disposal to win a battle, and so should you. Follow Anakin's instructions and use the Force to hurl the two crates in the cargo bay at your master.



## Composed Attack and Signature Attacks



With the basics down and a firm grasp of slightly more advanced techniques, you're ready to try your hand at Composed attacks. Composed attacks are 'saber strikes linked together to compose short combos. Though there

are several signature attack combos like Ahsoka's Shii-Cho Slash attack, your fighting style should heavily incorporate basic Composed attacks. Follow Anakin's instructions to learn the basic two-hit combo.

After mastering the two-hit combo, expand your repertoire to incorporate more complex multihit combos known as signature attacks. Use short, precise movements with the Wii Remote to execute Ahsoka's Shii-Cho Slash attack against Anakin.

**NOTE**

Shii-Cho Slash is Ahsoka's signature attack. To learn every duelist's signature attack, check the "Combos" section of a combatant's profile.

## Force Combos



The next step in your training is learning Force combos. Like the shorter, slightly less potent Composed combos, you can execute quick combination 'saber strikes imbued with the power of the Force! Unlike the other Force-imbued 'saber strikes, these Force combos require that your Force gauge be full. Once it is, activate the Force, then attack your opponent with a short two-hit combo.



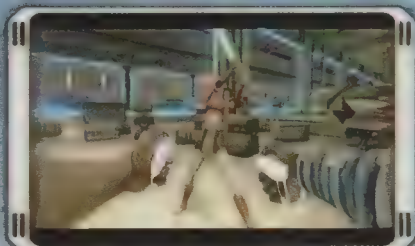
The result is a quick, Force-powered combo that breaks your enemy's defenses, spins them around, and dishes out an extra bit of damage with a second blow. Because the Force gauge is full, the damage inflicted will increase!



## Lightsaber Clashes

### Lightsaber Lock 1

As Anakin explains, duellists often engage in lightsaber locks. When they do, the struggle to gain the advantage begins. During a Lightsaber Lock, both combatants will stand toe-to-toe with their 'sabers crossed. Engage Anakin in the Lightsaber Lock and wait for the timer to count down. When it does, shake the Wii Remote from left to right to break free of the lock!



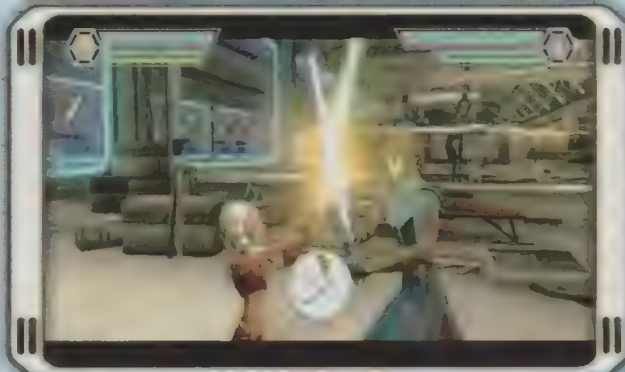
Once free from the lock, you can quickly seize the moment and attack while your opponent is recovering.



### CAUTION

**Always pay attention to which prompts you are following. The enemy gets the same onscreen prompts that you do, so it could be easy to mistake which are yours. If you do, you'll quickly fall behind and lose the lock!**

### Lightsaber Lock 3



### Lightsaber Lock 2



While you are engaged in the second type of Lightsaber Lock, your opponent won't stand by idly and wait until the timer runs out. Instead, your rival will attempt to distract you by performing a series of moves. The only way to successfully emerge from this lock is to match the enemy move for move and eventually beat your opponent to the next move.

Watch the onscreen prompts as they appear at the screen's bottom, just below your position, and immediately execute them as

The third type of Lightsaber Lock tests your ability to concentrate and react. During the lock, your opponent will try to anticipate your next move. As they do, you'll exchange tense glances as both you and your enemy try to gain a mental advantage. Just as your foe is about to react, an onscreen prompt will appear. Immediately follow this to beat your rival to the slash, so to speak, and gain the advantage.





## Advanced Training

### Parrying



Parrying, like blocking and dodging, can be an underappreciated and underutilized aspect of combat. Against stronger opponents, it will not suffice to simply block

incoming attacks. Eventually, your enemy will break your defences and launch a devastating attack. Instead of just blocking attacks, learn to parry and counterattack.

Follow Anakin's instructions to parry an attack, and counter-attack immediately after. Above all other defensive measures, practice this technique the most. Some enemies in Campaign mode, Challenge mode, or Battle mode can be more easily bested with a fine balance of offense and defense. That includes parrying.

## Force Blast



Your final lesson aboard the *Resolute* is one of the Jedi's most useful abilities, the Force Blast. By harnessing the Force, concentrating it at a focal point, and quickly releasing it at a target, a Jedi can create a barely visible shock wave of energy. When it hits, the shock wave can knock over objects, fling foes far distances, and even break things! During battle, you can use Force Blast to knock enemies off balance and temporarily break their defense.

Follow Anakin's instructions and knock him over with a Force Blast attack. Once you've done this, your training on the *Resolute* is over. That doesn't mean that you won't continue to learn things about battle as you go. But for now, you've learned enough to continue on the adventure.

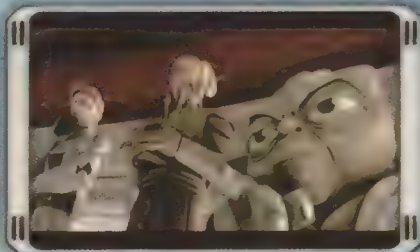
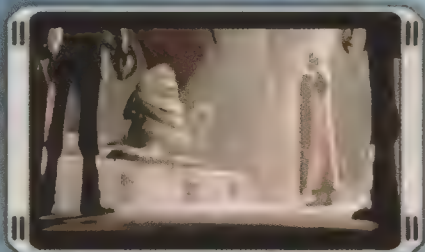


### NOTE

Anakin may have taught you how to handle your lightsaber and utilize the Force, but to see what you're really capable of, read the "Advanced Combat Techniques" chapter. Here you'll learn how to put everything you've learned together and formulate a fighting style. A Jedi never stops learning, even after he's become a Knight.



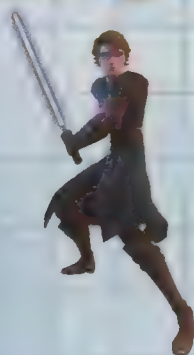
# TETH CASTLE DUNGEON



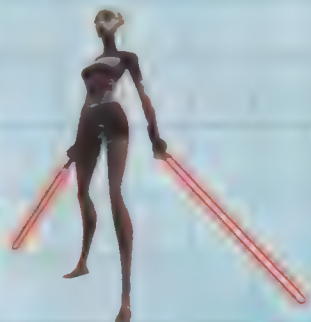
Treachery in the Outer Rim! As the Clone War rages across the galaxy, the Jedi Council learns that the son of Jabba the Hutt has been kidnapped. Sensing an opportunity to forge an alliance with the Hutt clan, Master Yoda sends Jedi Knight Anakin Skywalker and his Padawan, Ahsoka Tano, to the remote world of Teth, where they battle droid forces in an effort to rescue the Huttlet.

Little do the Jedi know that Count Dooku was behind the kidnapping, and the Separatist leader plans to frame the Jedi for the crime and sign his own treaty with Jabba. Dooku's sinister agent, Asajj Ventress, springs the trap, and Anakin finds himself surrounded and facing the deadly assassin....

## Anakin Skywalker vs. Asajj Ventress



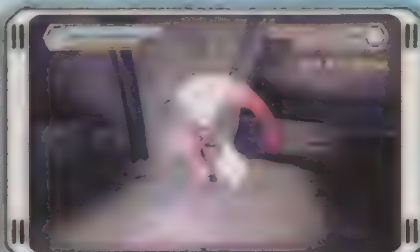
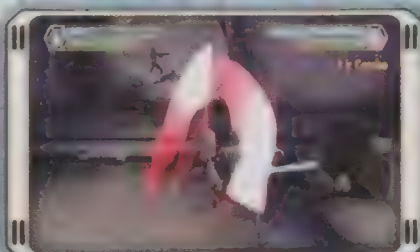
VS.



Force Attacks	Combos	Force Energy	Agility	Special
4	3	3	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
3	3	3	4	Exar Kun's Assault

### Round 1



In your first battle, you face Asajj Ventress as Anakin Skywalker. Asajj can dual-wield, and her speed and agility make her a difficult duelist to contend with. When facing her in the first phase of battle, stay on the move and block consistently. Maintain a defensive posture against the speedier, more aggressive Ventress and wait for her to open up before launching an assault.

Ventress's dual-sword attacks make it difficult to anticipate her swing and make it difficult to parry accordingly; therefore, don't try to parry all of her attacks. Instead, block the majority of her advances and parry her noncombo strikes. However, that doesn't mean that you cannot parry her combos. If you miss her first strike, anticipate the second swing and parry the second blow in her multihit combo.

Her most powerful and dangerous attack is Exar Kun's Assault. With it she swings her two 'sabers like a windmill and savagely strikes you down. Stay quick on your feet and away from the arena's edge. If she corners you against a wall and launches into her Exar Kun's Assault, you'll be bantha feed in no time. Dodge her windmill-like assault by rolling to the side or leaping out of her reach.



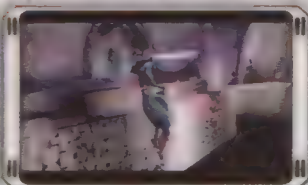
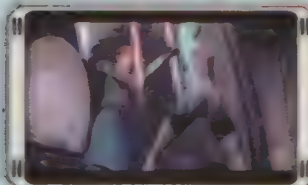
Luckily, your greatest strength against Ventress are your Force attacks. Use the small pieces of debris scattered about to hurl them at the bald baddie and knock her off balance. As soon as she's off kilter, rush in and launch an assault. Spin her around with a Force-imbued attack, then strike her down with Tail of the Dragon or Determined Assault combos.

**HEALTH TRIGGERED EVENT**

If you're reduced to 75 percent health, super battle droids enter the fray through the rear grate. If Asajj Ventress is reduced to 75 percent health, clones enter the fray through the rear grate. These events are mutually exclusive—if one is triggered the other will not.

**CAUTION**

The stormtroopers in the castle may be on your side, but that doesn't mean that their blaster fire can't hurt you. Don't wander into their cross fire or you'll only help Ventress whittle down your health even faster!

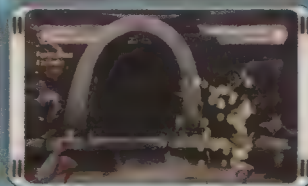


After you beat Ventress once, she slowly begins to retreat deeper into Teth Castle. The battle rages on as you follow her down the castle steps into a dark and dank corridor. There, Ventress can't fend off your attack any longer, and you toss her against a weakened metal grate on the floor.

With a single 'saber strike, you slice through the grating, sending Ventress into a dark cavern deep inside the bowels of Teth Castle. Suddenly, a pair of blaster droids rushes out of a castle corridor and opens fire. With no choice but to escape, you leap into the cavern after the vulnerable Ventress.

**NOTE**

No matter who emerges victorious in the first phase of battle, the second phase will take place in the castle caverns.

**Round 2**

After besting Ventress once, the intensity increases in the second battle. The hairless harpy doesn't lose any of her agility or skills in the second match, so she's just as dangerous as she was before. Don't let your guard down! Instead, increase the amount of parrying attacks and maintain your defensive posture throughout the battle. Many of Ventress's attacks will remain the same, so nothing should surprise you by now.

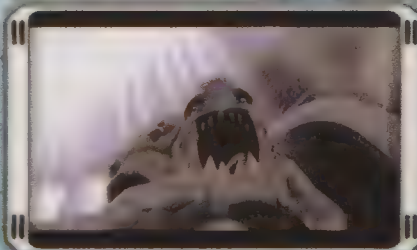
Use the wide-open area in front of the large rancor beast to your advantage. Maneuver Ventress around the room toward objects you can use as projectiles. Use short stabbing strikes and Force Blast attacks to force Ventress where you want her to go. If she resists your attempts to steer her, wait for your Force meter to refill while you block, and resume your attack with short two- and three-hit combos.

After whittling down her health to less than half, start incorporating more Force-imbued attacks. Break her defenses and spin her around. Don't overuse your signature attacks, however. If you miss with the first blow of a signature attack, Ventress will use her speed and agility to capitalize and counterattack with her Exar Kun's Assault or Dark Acolyte Strike.

Once she is near defeat, increase the intensity of your attacks. Use more Force-imbued assaults or launch a Force Combo to bust through her defense and dish out Death Star-sized damage.

**HEALTH TRIGGERED EVENT**

If your health is reduced to 90 percent, battle droids emerge to fight the rancor. If Ventress is reduced to 90 percent health, then clones emerge to battle the rancor. These events are mutually exclusive—if one is triggered, the other will not.



Even Ventress's second defeat isn't enough to smack some sense into the Sith assassin. You drive the defeated Ventress back, furiously striking at her with your 'saber, when

suddenly, Dooku's puppet leaps back and retreats. She slides back, away from the reach of your lightsaber but directly into the path of the ornery rancor!

The beast slaps Ventress away into a dark corner of the castle. Now, even if you wanted to finish the fight once and for all, the rancor stands between you and your prey. Ventress may have gotten away for now, but she's not out of the woods yet.



# TETH CASTLE RAMPARTS



Caught in a Separatist trap! Anakin Skywalker and Ahsoka Tano have freed Jabba the Hutt's son from the dungeons of Teth Castle and eluded Count Dooku's assassin, Asajj Ventress. But the fortress is still overrun by the droid army.

Jedi Knight Obi-Wan Kenobi arrives just in time with Republic reinforcements and helps turn the tide of battle. While Anakin and Ahsoka try to escape with the Huttlet aboard the freighter *Twilight*, Obi-Wan confronts the Sith assassin....

## Obi-Wan Kenobi vs. Asajj Ventress



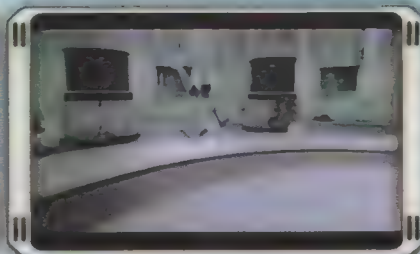
VS.



Force Attacks	Combos	Force Energy	Agility	Special
2	5	4	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
3	3	3	4	Exar Kun's Assault

### Round 1



As expected, Ventress is not done fighting. This time, though, she must face you as Obi-Wan Kenobi. Because Obi-Wan is Anakin's master, their fighting styles can seem very similar at first glance. Anakin is a lot more reckless than Obi-Wan, so his combos aren't as effective, because Obi-Wan has practiced and perfected his combos over time. Use this to your advantage against Ventress during your first encounter.

Use short, quick two-hit combos to weaken Dooku's spy, then pounce on her when she least expects it and unleash Strength of Soresu attacks. Ventress may be a fiery creature, but she's no fool. She'll carefully stalk you as she slowly circles the arena with her guard raised. If you make one foolish move and expose yourself, she'll counter with her windmill-like attack and quickly make you regret your misstep.

Wait for her to move in as she circles. If you make the first move while her guard is raised, you'll pay for it more often than not. By letting her make the first move, you can deflect or parry her attack and follow up with a combo.

During the battle, the rear wall will explode and expose a fierce firefight between Dooku's forces and your stormtroopers. As you fight, slowly maneuver Ventress toward the opening and into the stray explosive blaster fire. Keep away from the opening as you move her into position to avoid taking any blaster fire. Capitalize on all successful Lightsaber Locks by immediately rushing



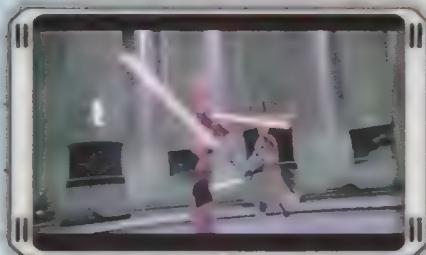
the fallen Ventress and executing your signature attacks. With your combo skills and patience, Ventress is overmatched and will soon fall.

### HEALTH TRIGGERED EVENT

**When either fighter is reduced to 75 percent health, the door at the back of the arena opens and a battle takes place between clones and droids.**

### CAUTION

**Watch out for the explosive blaster fire. If you take a hit, you'll take a great deal of damage and be knocked down, leaving you temporarily defenseless!**

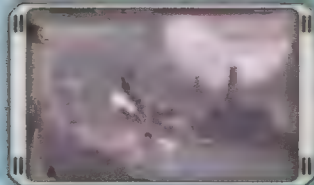


Once again, Ventress realizes she's on the brink of defeat, yet she continues to fight. Even though you Force slam her against the castle walls, she remains defiant. Realizing that this must end once and for all, you rush in for the attack, but Ventress blocks and deflects your blow! As you stagger back, the dark assassin leaps high into the air and retreats.



She escapes through one of the castle walls, but she doesn't get far. Just on the wall's other side is the castle rampart. You follow the vile creature to the rampart walkway, where you once again draw your sword...

## Round 2



The second phase of battle takes place in a far more constricted fighting space. The rampart walkway is slightly more narrow than the castle interior, so up and down movement is slightly restricted. Left and right movement, however, is unaffected. Use this to your advantage by forcing Ventress against the walkway walls and cornering her with strong combos and signature attacks. Her only escape

will be to leap over you. She will attempt to pounce on you from behind, but knowing this gives you the advantage. If she leaps into the air, either leap away before she can slash you from behind or attempt to intercept her before she strikes.

Continue to pummel Ventress with short combos and drive her back. If you allow her freedom about the walkway, she'll use her agility to spin around you and attack you from all angles. Take away her greatest asset—agility—by making her fight on your terms. Keep her off balance and consistently on the defensive. Don't attack wildly, but be consistent and calculating in your assaults.

As the walkway begins to crumble, use the resulting debris as projectiles. If she moves out of your 'saber's range, reach her with a well-thrown piece of concrete. As she staggers from the blow, move into range again and resume the assault.

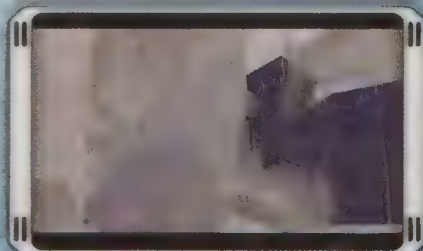
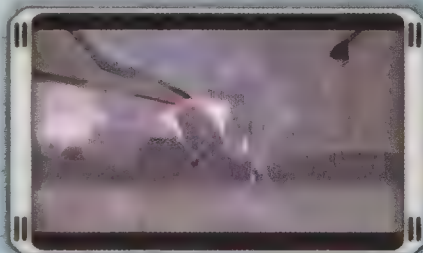
Once she's near defeat, turn up the heat and attack with mainly Force Combos. Again, don't do this wildly and leave yourself open to counterattack, but do keep her pinned against the wall and spin her around so that you can launch a final combo while she's defenseless.

### HEALTH TRIGGERED EVENT

**If either player is reduced to 90 percent health, a vulture droid will come screaming out of nowhere and crash into the bridge. It smashes a large section of the bridge into the abyss.**

**If you are reduced to 75 percent health, the Twilight will fly past in the background under fire from a horde of vulture droids. If Ventress is reduced to 75 percent health, the Twilight will fly past, attacking several vulture droids. Eventually it will zoom past the arena and release a big pile of crates from its cargo hold, destroying the pursuing vulture droids. When either fighter is reduced to 50 percent health, a mighty Venator will pass over the arena.**

Finally, after her second defeat at your hands, Ventress musters the strength for one more assault. She swings her two 'sabers at you, attempting to break through your guard, but your defense is too strong. Her blows glance off your lightsaber with nothing but a mere flash of light. You turn the tables on her and slowly drive her back toward the broken part of the walkway. With one swift blast of the Force, you send Ventress across the broken walkway to the rampart's other side.



As she hits the rampart wall, the bricks behind her begin to crumble. Using the Force, you begin to pull on the wall to bring it down on top of Ventress. Just as the walls crumble over her, she leaps backward into a niche in the rampart. With the rubble in the way, there's no way to go after her! She makes one thing clear as she escapes, though: "Nothing is over."



# TATOOINE DUNE SEA

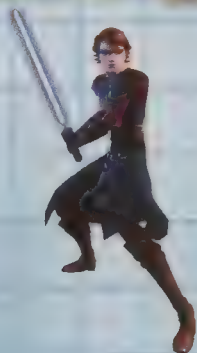


A race against time! Anakin Skywalker and Ahsoka Tano have rescued Jabba the Hutt's son from the droid army and escaped the ferocious Separatist blockade with the help of Obi-Wan Kenobi.

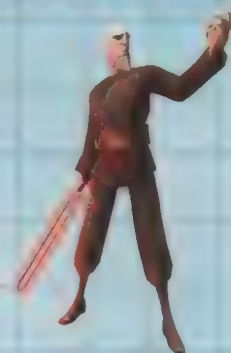
Eager to establish a treaty with the powerful Hutt clan, the Jedi speed across the galaxy to return the Huttlet to Jabba on Tatooine. But the evil Count Dooku will stop at nothing to foil the alliance.

He ambushes Skywalker in the desert, with plans to kill Jabba's son and blame Anakin for the foul deed....

## Anakin Skywalker vs. Count Dooku



VS.



Force Attacks	Combos	Force Energy	Agility	Special
4	3	3	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
2	5	5	2	Sith Lightning

### Round 1



The count is a calm, cold, and calculating creep, as evidenced by his many fiendish plans to destroy the Jedi. His fighting style reflects his calculating ways. When the fight against Dooku begins, the count will maintain a strict defensive position and will coolly walk around the area with his lightsaber in blocking position. Like Ventress, he'll often wait for you to make the first move and create an opening to exploit.

The difference between the count and Ventress, however, is that the count is a far more patient duelist. He can deflect the majority of your advances before striking, whereas Ventress would attack at the first hint of an opening. Turn Dooku's patience against him. Attack the traitorous Sith with short combos, letting him deflect the majority, and slowly knock him back. Slowly increase the intensity of your attacks until you can knock him off balance and create an opening for a stronger signature attack.

As you engage Count Dooku, keep your lightsaber raised to block his assaults. If he attacks with his special Sith Lightning ability, your 'saber will absorb it. Use well-timed evasive rolls to dodge Dooku's strikes, then immediately counterattack.

Dooku is far too powerful to frequently use your Force Blast. Instead of using it to knock him off balance, use it after hitting him with a thrown object. This will stun him long enough for you to formulate a more powerful assault. Use stabbing strikes to break through the count's defenses after knocking him back, and follow it up with signature attacks.



## HEALTH TRIGGERED EVENT

If you're reduced to 50 percent health, a series of vulture droids will perform a flyby from the arena's right side, and a gunship will crash into the background ruins on the level's left side.

If you reduce your opponent to 35 percent health, three gunships in the background will fly over the arena and fire missiles.

## CAUTION

Stay away from the sandstorms in the battle arena. If you get swallowed up by the sand, you'll take damage and be thrown off balance!



Dooku fell to your blade, but only for a moment. He immediately gets up and continues to fight. You drive him back with angry swings of your 'saber, and Count Dooku finally drops his veneer of composure and self-righteousness. Instead of relying simply on his "superior" abilities, he resorts to Sith-like treachery.



Just as you're about to run your 'saber through him, Dooku uses the Force to create a blinding sandstorm. The sand swallows you like a Sarlacc, and Dooku seizes the opportunity and runs away. You

break through the sandstorm and give chase, catching the cowering count near the crumbling ruins by a Sarlacc pit.

## Round 2



The second time around, Dooku is slightly more aggressive. He'll leap over your attacks, counterattack, and quickly launch devastating assaults. Stay on guard and match the count move for move. If he leaps over you to attack, leap away, then rush in. If he parries a blow, parry his counter. If the count hurls object at you, block and then throw objects at him.

Because Dooku is more aggressive, you can increase the intensity of your attacks during this phase. String together long signature attacks like Dune Sea Storm and Focused Offense, and use the shorter, two- or three-hit combos to keep the pressure on. The majority of the damage you'll inflict will come from signature attacks, not the smaller combos.

As you attack, stay away from Dooku's droids near the arena's edge, and fill up your Force Gauge. Once it's full, use it to slash through Dooku with a Force Combo and follow it up with strong signature attacks.

Capitalize on all Lightsaber Locks. Use these as you would defense-breaking attacks. After winning a Lightsaber Lock, rush the fallen fiend and continue your assault. Show Dooku that you cannot be bullied! Stay aggressive, maintain pressure, and keep the count off balance, and the battle will soon be over.

## HEALTH TRIGGERED EVENT

If you're reduced to 75 percent health, a gunship will crash in the background, center stage. If you're reduced to 55 percent health, two vulture droids will do flybys.

If the enemy is reduced to 80 percent health, a vulture droid will crash into the background on the left-hand side, killing several battle droids. If your rival is reduced to 55 percent health, a gunship will repeatedly descend into the background, fire at some battle droids, and then exit. Also, a vulture droid will perform a flyby from left to right.

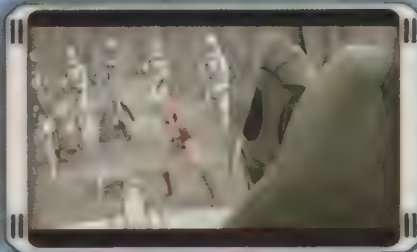
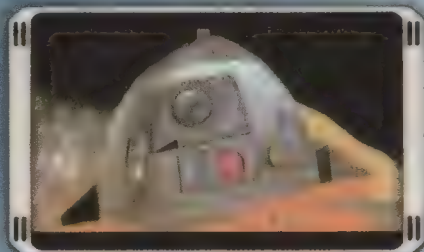
This time, Count Dooku falls and fails to recover quickly. You swat him away with a single swipe and send the Sith soaring across the sandy dunes of Tatooine. He stands up defiantly and attacks, but you sidestep his feeble assault and surprise him with a Force Blast attack.

The force of your attack sends Dooku flying once again. This time, he falls helplessly into the mouth of the nearby Sarlacc. Still, something tells you that Dooku's not done.





## SEPARATIST LISTENING POST



A hero in enemy hands! Feared lost in battle, R2-D2 has been captured by the evil General Grievous. But the feisty astromech droid manages to send a signal that leads the Jedi to a secret Separatist listening post.

A Republic strike team infiltrates the station, and Anakin Skywalker attempts to rescue R2 before his data banks are compromised. While their clone troops complete the sabotage mission, Padawan Ahsoka Tano distracts General Grievous by engaging him in battle...

### Ahsoka Tano vs. General Grievous



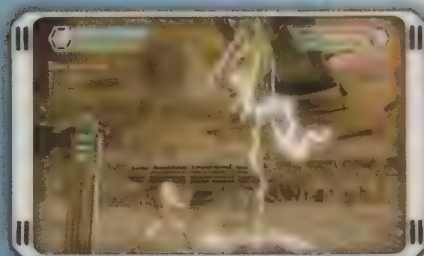
VS.



Force Attacks	Combos	Force Energy	Agility	Special
2	1	2	5	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
5	3	0	1	Saber Onslaught

### Round 1



General Grievous may have the upper hand when it comes to Force attacks and combos, but you've got two very important things that he lacks: Force Energy and a high Agility rating. Both of these swing the scales in your favor. The Listening Post arena may not seem smaller than other battle arenas, but the environmental hazards shrink the fighting area substantially. Scattered around the arena are small breaches in the electrical conduits. Use these to short-circuit the general and inflict damage while you fight.

Use your speed and agility to dodge Grievous's attacks and counter with quick combos and signature attacks. If Grievous attacks with short combos and swift strikes, block his assault, then immediately launch into a flurry of combos. The best way to keep Grievous off balance is to overwhelm him with a constant stream of 'saber strikes and combos.

Follow Grievous around the arena, striking, slashing, and stabbing as you go, and keep heavy pressure on him. If he retaliates, back far enough away to get out of his range, then resume your attack. Grievous's four 'sabers make it difficult to feel out his attacks, so don't try to parry his blows unless you're certain you know where they're coming from. Otherwise, stay on the move and dodge!

After building up a Force charge and filling your Force Gauge, use Force-imbued strikes and Force combos to finish off the pile of nuts and bolts.



## HEALTH TRIGGERED EVENT

Each of the following events will only play once. It will not trigger until the previous event has played out, so if you finish the first event quickly, you might miss out on seeing all the events.

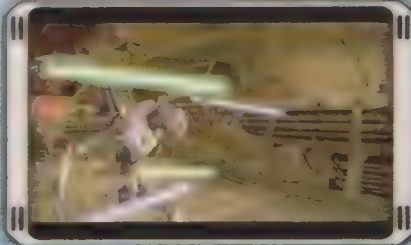
When either player is reduced to 90 percent health, the gunship parked on the level's left side takes some laser fire and explodes. If either player is reduced to 80 percent health, a gunship will fly in and land on the right platform and drop off four clones that will run to the main background platform and start firing on the droids in the distance.

If either player gets reduced to 70 percent health, a vulture droid careers out of control from the level's left side and collides with the large radar dish on the skystation, causing the dish to detach and pass over the arena, dropping debris. When either player is reduced to 60 percent health, the gunships carrying droids in the background will explode and fall out of sight, but not before firing several missiles that eliminate all the droids.

If either player gets reduced to 50 percent health, the Twilight takes off and R2-D2 and Goldie come down to the platform behind you and begin fighting. If either player gets reduced to 40 percent health, Yoda and some clones will do a quick flyby at the front of the arena.

Much to Grievous's surprise, you bested him in battle! But like Ventress and Dooku before him, he's fighting for the Sith and won't give up easily. He takes a moment to gather his strength and quickly recovers.

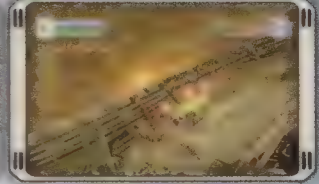
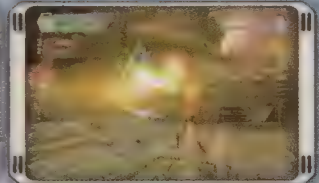
Suddenly, without warning, the general turns from a huddled pile of parts on the ground to a spiderlike machine crawling on all fours. Then he's back up on two feet with four lightsabers active and thirsting for Padawan blood. This fight it not over yet.



## NOTE

This battle does not change locations for the second phase.

## Round 2



General Grievous is just as hot-tempered and stubborn as the other Sith puppets. Unfortunately, he only becomes more agitated after falling to a Padawan in the first fight and comes out swinging in the second fight. Raise your lightsaber to block his Great Jedi Purge attacks, and move out of his reach. Grievous will continue to attack and move forward; as he does, roll to the side and attack from his rear or his sides.

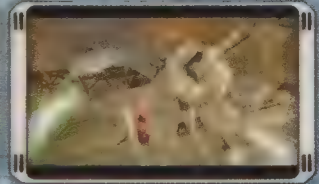
Stalk the general around the arena and slash at him with your combo flurries. Maintain the same pressure on Grievous as in the first fight, but block more and stay on the move. As Grievous approaches, speed away from him and find an opening to exploit.

If Grievous attempts to rush you with his Saber Storm attack, leap away and block. Don't attempt to parry or counter-attack; instead simply wait for Grievous to back away again. When he does, rush the metallic monster and mince him with signature attacks.

Once General Grievous is near defeat, begin using more Force combos and Force-imbued attacks. Spin the general around and attack him from behind. Eventually, Dooku's pet android will fall to your 'saber.

## NOTE

There are no Health Triggered Events during the second phase of battle.

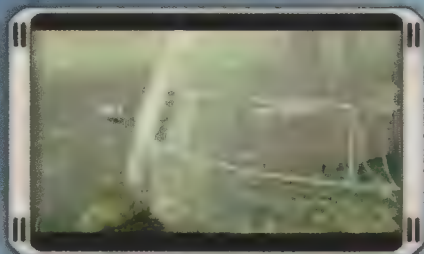


Grievous's strength is useless against you. After all, he can't hurt what he can't catch! After falling a second time to your blade, Grievous is even more upset. He leaps to his feet and spins all four blades at you, hoping to slice you to ribbons, but you deftly evade his attacks and slide past him underneath his legs.

You stand up immediately and turn around. Your 'saber bites into the general's back, angering him even more. He spins around and swings his blades one more time, hoping to catch you with them, but you're too fast. The Listening Post begins to crumble around him, and you see an opportunity. The general has tasted defeat at the hands of a Padawan, and your mission to distract him is a success. A dropship swings by and you hop on as Grievous is pummeled by the crumbling Listening Post.



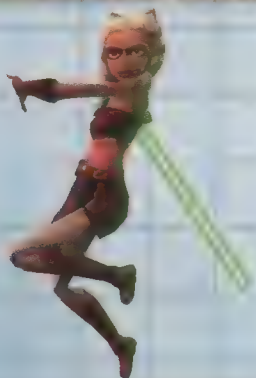
## THE TRANQUILITY



A Separatist leader is captured! Nute Gunray's plan to entrap Senator Padmé Amidala backfires, and the devious Trade Federation viceroy finds himself in the custody of Republic forces.

Fearing that the cowardly Neimoidian will reveal their secrets to the Jedi, Darth Sidious and Count Dooku dispatch Asajj Ventress to infiltrate the Republic warship carrying Gunray to Coruscant and rescue him before he can betray them. Only Padawan Ahsoka Tano stands between Ventress and her prize....

### Ahsoka Tano vs. Asajj Ventress



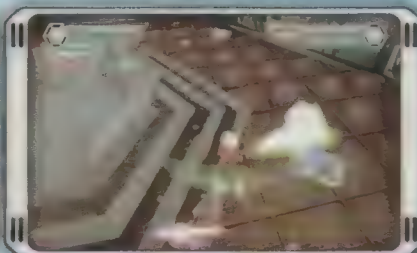
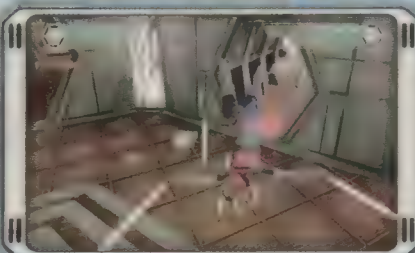
VS.



Force Attacks	Combos	Force Energy	Agility	Special
2	1	2	5	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
3	3	3	4	Exar Kun's Assault

### Round 1



Even though you have the Agility advantage, Ventress's other skills make this a difficult fight. You can't just overwhelm her with combos and speed like you could Grievous. The fight against Ventress takes a lot more patience, defense, and planning. As you fight aboard the *Tranquility*, the room explodes around you. Keep the fight near the arena's edges and maintain a strong defense as you move.

Block Ventress's attacks, then counter. Even if she blocks your attacks, force her to move toward the small explosives scattered along the room's edge. If she escapes your attacks and leaps away, rush toward her and catch her as she lands and prepares to attack you. If you leave her unchecked, Ventress can quickly launch several multihit combos and slice off a big chunk from your Health meter!

Follow Ventress as she creeps around the arena, and occasionally hit her with quick combos. Pursue her until you can pin her against the wall. Once she's pinned, unleash several combos like *Strength of the Sarlacc* and *Sun Djem Strike*.

After bringing Ventress to less than 50 percent, back away and wait for her to come at you. Deflect her attacks and counter. Strike at her just enough to fill your Force meter, then let loose on her with Force combos.



## HEALTH TRIGGERED EVENT

When either combatant is reduced to 95 percent health, the rear doors explode, revealing clone troopers and super battle droids fighting in the background. When either fighter is reduced to 70 percent health, detonators on the ground start to explode, one after another.

If you're reduced to 80 percent health, the super battle droids in the left corridor start firing into the main arena. If your health is reduced to 75 percent, the super battle droids in the right corridor start firing into the main arena. If you're reduced to 15 percent health, explosions occur in the central corridor, decimating the clone troopers, and battle droids run in.

Ventress falls to her knees but quickly regains her composure. Rather than take the loss to a Padawan, Ventress shoves you away and begins to head toward a hole in the wall. You follow her, slashing at her as you go, but she blocks your attacks and continues to inch toward her escape. As you follow, she takes one dangerous swing at your head, but you bend at the last minute and avoid certain death.

Suddenly, an explosion rocks the Tranquility, and Asajj seizes the opportunity. She motions toward the hole in the wall and quickly leaps out. She thinks she's escaped, but she hasn't. You follow hot on her heels!



## Round 2



The second phase of battle takes place on a crumbling section of the Tranquility. Fires rage, thrusters ignite, and explosions erupt around you as you take on Ventress. Watch out for flying debris, as there are a lot more loose objects that Ventress can use as projectiles. Beat her to the punch and use the scrap metal against her before she can hurl it at you.

Leap over Ventress as she approaches and attack her from behind. This knocks her off her feet and leaves her vulnerable to a follow-up signature attack. Ventress will attempt to string together very short combos; then move away. If she lands a two-hit assault, she'll end it with a second attack or a longer combo before backing away and doing it again.

If she gets into a rhythm, don't try to counterattack. Instead, block the first attack in her short flurry, then back away so that her second assault cannot hit. By doing so, you remove any chance of her building momentum and allow yourself time to formulate your own attack.

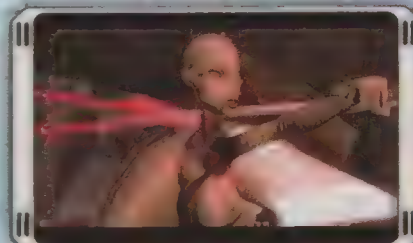
Stay on the move, blocking and dodging until Ventress gives you an opening. When she does, lash out at her with three-hit combos to whittle down her health. Finish off Dooku's bald bully with strong signature attacks and Force combos.

## HEALTH TRIGGERED EVENT

Once either fighter is reduced to 95 percent health, debris begins falling in the background.

## CAUTION

At the arena's edge, watch for the thrusters to ignite and the large boosters on the right to turn red-hot. When they do, they'll ignite and fire across the entire arena! Stay out of the way and leap onto the raised area to dodge the booster fire.



After falling a second time to your skills, Ventress is white-hot mad! She attacks and you defend. You use your agility to deftly dodge her attacks. When two broken thrusters appear on the ground, you see an opportunity and take it.



You hurl the thrusters at her, but she dodges and slices past them. In a final effort, you Force Blast her back into a primed booster. She slams against the booster just as it fires! Ventress is consumed by the blast, but is she finished for good?





# THE NEGOTIATOR



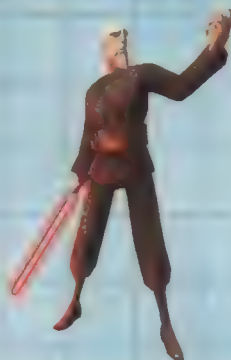
Terror spreads across the galaxy! Under the command of General Grievous, a powerful new Separatist battleship, the Malevolence, has destroyed dozens of Republic vessels in a string of ruthless surprise attacks.

Anakin Skywalker leads a daring bombing mission against the warship, while Obi-Wan Kenobi races to defend a vital clone medical station. But the evil Count Dooku ambushes Obi-Wan's fleet and boards his command ship, determined to slay the heroic Jedi Knight....

## Obi-Wan Kenobi vs. Count Dooku



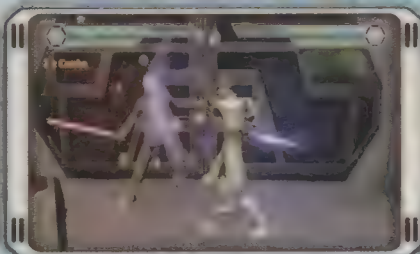
VS.



Force Attacks	Combos	Force Energy	Agility	Special
2	5	4	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
2	5	5	2	Sith Lightning

### Round 1



The battle between Obi-Wan and Count Dooku is far more balanced than other encounters with Dooku. Because the two duelists are well versed in the ways of the Force and in lightsaber combat, their Force attacks and combo abilities are well matched. The battle arena is of average size, but the myriad of computer consoles and displays make it a difficult area in which to battle. The key to victory is to effectively use your combos in this restricted battle arena.

Count Dooku will begin by playing it safe, as always. He'll carefully edge to the sides of the battle arena with his lightsaber raised and ready to block. If you attack, he'll either deflect your attacks or leap over you and attack from behind. Approach Dooku with your 'saber raised to block, and attack with strong combos. Use your stabbing attack to break through his defense and follow it up with a signature attack.

If Count Dooku leaps over you, immediately turn around and attack him as he lands. You've got a slight advantage over him with Agility, so you're a bit faster. Follow Dooku around the arena and pummel him as he attempts to maneuver around the many obstacles. Use the environment to your advantage and force Count Dooku to contend with you and the consoles, displays, and other things in his way.



If the computer consoles are difficult for you to maneuver around as well, lure Dooku to the room's left side and destroy the consoles there. This will create a large wide-open area where you can safely engage in battle without hindrance. Use the crates scattered about the area as projectiles against Dooku before he can hurl them at you.

Parry Dooku's attacks and counterattack consistently. Occasionally use Force Blast to knock the count off his guard, then rush in with a stabbing attack. As he staggers, launch your combo and signature attacks to deal major damage. If he parries your advances, back away and lure him toward you to create an opening.

#### HEALTH TRIGGERED EVENT

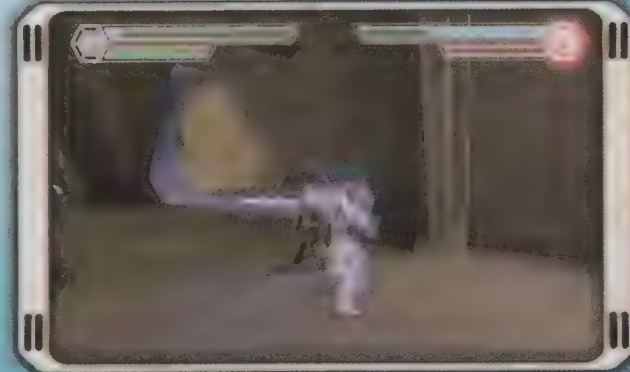
Once either combatant is reduced to 90 percent health, the doors explode, revealing a fierce battle between clone troopers and super battle droids in the background. Super battle droid plasma bolts begin flying into the battle arena.



After knocking Dooku to his knees, the stubborn count gets back to his feet immediately. You lock swords and exchange heated words with the traitor! Your swords break only to meet a second, third, and fourth time. You shove Dooku back with a Force Blast but he resists. Just as he is about to counterattack, you anticipate his blow and knock him into the next room.

In the next room, your allied stormtroopers attack Dooku. He quickly dispatches them with his Sith Lightning attacks, but the stormtroopers slow him down just long enough for you to speed past two shutting hatch doors. The hatch slams shut behind you, leaving you and Dooku all alone in the large circular room.

## Round 2



The second phase of battle occurs inside a large circular room with a thin walkway running down the room's center. Though the room is large, the area on which you can fight is small and oddly shaped, making long signature attack chains and combo strings difficult to achieve. The lack of debris and equipment in the room's center also make this a perfect arena for the purest form of battle—'saber versus 'saber.



Lure Dooku to the near end of the center walkway. There you can use the long walkway ahead and the areas to its left and right to your advantage. By keeping Dooku in this area, you can maximize your combos and signature attacks without having to restrict your movement. The area is still tight and will keep you in closer quarters than other arenas, so keep your 'saber consistently raised to block.

If the battle spills into the room's long curved edges, lure Dooku back toward the center. Build up your Force charge and unleash a Force Combo as soon as your Force Gauge is full. Spin Dooku around and lash out at him with more combos.

After depleting nearly 90 percent of his health, dive Dooku back against a wall and pin him with several savage 'saber strikes. Use Force-imbued attacks and finish off the Sith Lord.

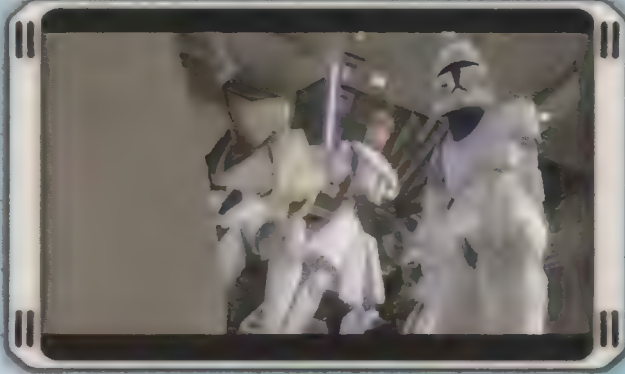
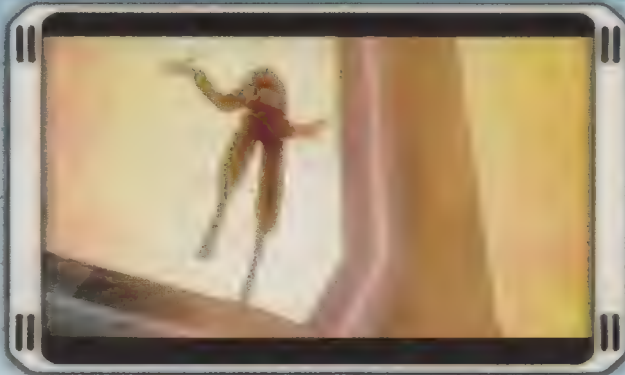
#### HEALTH TRIGGERED EVENT

The Malevolence will arrive based on which of the following two events is triggered first. If your health is reduced to 90 percent, Separatist frigates come out of hyperspace and begin firing on the Republic forces. After a little while, the Malevolence will come out of hyperspace to join the fray.

If Count Dooku's health is reduced to 90 percent, Republic Venators come out of hyperspace and begin firing on the Separatist forces. The Malevolence will soon come out of hyperspace to join the fray. After a short delay, a phalanx of Y-wing, accompanied by Anakin and Plo Koon's starfighters, roar past to attack the Malevolence.

If you are reduced to 65 percent health, several vulture droids attack the bridge of Obi-Wan's Venator, cracking the glass. One of the Republic Venators begins to explode and drift from view. If Dooku is reduced to 65 percent health, several torrents and vulture droids begin fighting in between the spacecraft, and one of the Separatist frigates explodes and drifts from view.

If you are reduced to 50 percent health, several torrents and vulture droids begin fighting in between the spacecraft. The second Republic Venator will explode and sink from view. After both Venators have been destroyed, the Malevolence begins firing at the bridge of Obi-Wan's Venator, causing it to shudder with explosions and arc electricity. If Dooku is reduced to 50 percent health, several torrents and vulture droids begin fighting in between the spacecraft. The second Separatist frigate will begin to explode and sink from view.

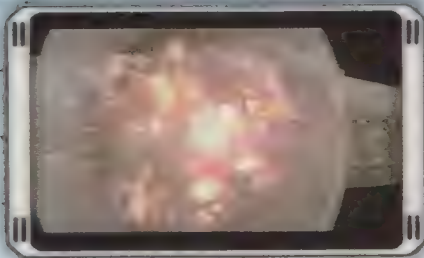


Dooku gets off his feet a second time and rushes at you with his lightsaber swinging. You defend against his attacks and fling your feeble foe against the ship's window with a Force Blast. Dooku lands on his knees and is weakened by the impact against the window. Just then, your stormtroopers arrive and prepare to arrest Dooku. You've won and captured the savage Sith Lord!

Before you can secure him, however, Anakin contacts you, in need of help. With no choice but to help your former Padawan, you leave Dooku in the hands of your stormtroopers. Dooku, confident that the small battalion of troopers won't be enough to subdue him, smirks as you flee.



## THE MALEVOLENCE



A Senator in danger! Anakin Skywalker's fearless Gold Squadron damages the Malevolence, but the Republic fleet does not have enough power to finish the job.

To cover his retreat, General Grievous takes Senator Padmé Amidala hostage. Before the Malevolence can escape, Anakin and his Padawan slip aboard to rescue the Senator and sabotage the mighty warship, while Obi-Wan Kenobi faces off against the bloodthirsty droid general....

## Obi-Wan Kenobi vs. General Grievous



VS.



Force Attacks	Combos	Force Energy	Agility	Special
2	5	4	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
5	3	0	1	Saber Onslaught

## Round 1



The battle against Grievous takes place atop a transport system inside the Malevolence. Because the transport tram is so long, you lose a bit of upward and downward movement in the arena; however, you gain a lot of left and right movement. This arena is perfect for stringing together long chains of combos and signature attacks.

Keep the battle in your favor by fighting very technically. Use a healthy dose of Force Blasts to keep Grievous off kilter, and continuously pummel him with combos. You can't overwhelm him like Ahsoka would, so don't try. Instead, fight with a good balance of blocking, parrying, and dodging in between attacks. If the general attempts to hit you with his signature attacks, leap back and away to escape his reach, then rush in with a stabbing attack when he stops approaching.

If Grievous uses the little depth in this arena, execute leaping attacks to soar over the general and land with your 'saber running down his back. Not only does it inflict damage, but it also knocks him to his knees. Take advantage of all successful Lightsaber Locks and always follow up with combos and signature attacks.

Lead Grievous back and forth along the tram, dodging blaster bolts as you go. Don't chase Grievous; make him chase you and continuously ambush him with Ataru Surge and Eye of the Storm once he's below 25 percent health.





#### CAUTION

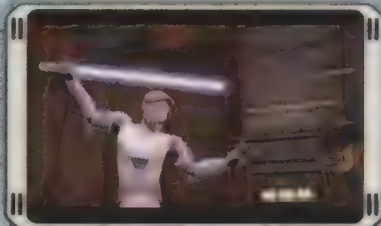
Watch out for the droid blaster bolts that streak in from the distance. If they hit you, they'll explode and knock you off your feet! When you see the droid blaster bolt frequency start to ramp up, it's a good idea to advance to the next train car.



#### NOTE

There are no Health Triggered Events in the first phase of battle.

Grievous falls but quickly rises to his feet. He's determined to beat you and doesn't bother fleeing to a second location. This fight started on the tram and will finish on the tram!



## Round 2



Expect Grievous to begin the second phase of battle more aggressively. He'll use attacks like Saber Onslaught and leaping slashes more often. Keep your guard up and slowly move away from him so that you're not always within striking distance. If you stay within striking distance, Grievous will pummel you, break your defense, and execute several strings of combos and signature attacks.

Instead, lure Grievous toward you and use the raised area at either end of the tram to create a barrier

between you and him. When he tries to leap over the barrier, ambush him with several strong 'saber strikes followed by short combos.

On the tram's far end, the battle arena shrinks to nearly one-fourth the size. If you're comfortable stringing together chains of two-and three-hit combos, use the area's tight space to pummel Grievous. Pin him against the area's right end, forcing him to either get through you to get back to the main tram or to leap down onto the smaller area on the far right. If he retreats farther to the right, follow him and land with a downward slash attack.

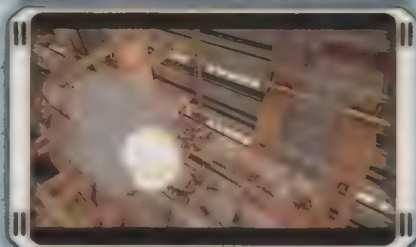
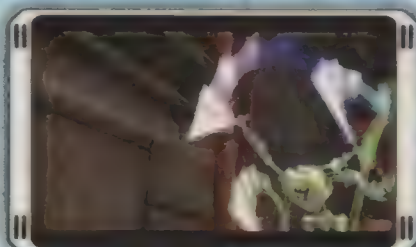
Once his health dips below 40 percent, take the fight back to the main tram. There you can use the tram's length to drive Grievous back with a combination of signature attacks and Force combos.

#### HEALTH TRIGGERED EVENT

If Grievous is reduced to 50 percent health, you'll see Plo Koon in the background, chasing a group of vulture droids. If you're reduced to 50 percent health, you'll see Plo Koon in the background being chased by a group of vulture droids. These events are mutually exclusive—if one happens, the other will not.

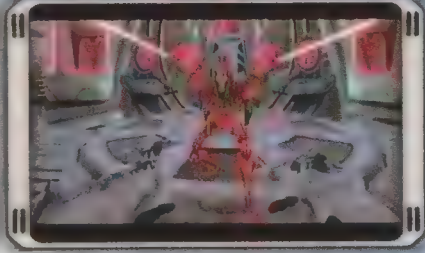
Just when Grievous is about to fall to your blade, he musters up one final attack. He rushes you with all four lightsabers spinning but misses every attack! You leap into the air just before he can launch a second attack, and the tram explodes while you're in midair. As you land, Grievous begins to throw pieces of debris at you, but you swat the metal chunks away like they were Tatooine desert flies.

You shove the metal monster back with a Force Blast and connect with a 'saber strike. Just as you're about to connect with a second attack, Grievous leaps onto a crate and raises a box high into the air. Before he can crush you, however, the tram speeds by a metal beam that slams him in the head and knocks the foolish fiend off the tram.





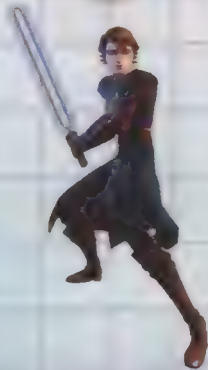
## SEPARATIST DROID LAB



A new threat! Clone intelligence has uncovered the existence of a dangerous new secret weapon being constructed aboard a mysterious Separatist laboratory.

Anakin Skywalker eludes the enemy starfleet and finds the lab hidden deep in the Outer Rim. Once inside, Anakin battles his way to the heart of the vessel, where he confronts the Jedi Council's darkest fears....

## Anakin Skywalker vs. EG-05 Jedi Hunter



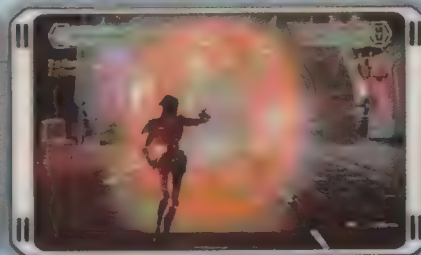
VS.



Force Attacks	Combos	Force Energy	Agility	Special
4	3	3	3	Force Blast

Force Attacks	Combos	Force Energy	Agility	Special
4	3	0	3	Dark Blast

### Round 1



Like Ventress and Grievous, the Jedi hunter droid wields more than one lightsaber. That makes parrying its attacks more difficult than other warriors', but it's not impossible. Block the droid's advances and counterattack with Tail of the Dragon and Determined Assault attacks. Knock the droid back with your signature strikes, then back away before it can retaliate.

If it brings its hand up and begins to charge, either leap out of the way or rush it with a stabbing attack to stop it from scorching you with its Dark Blast attack. Maintain a balanced assault and keep from flailing wildly with long combos. If you miss, your momentum will keep you off balance and the killer droid will simply leap over you and slash you from behind.

Make full use of the crates and metal objects lying around. Throw them at the hunter droid in between attacks to keep the machine's servos spinning. If you keep the EG-05 constantly on the defensive, you'll always have the upper hand. If the droid manages to launch a successful attack, immediately back away to keep it from overwhelming you with combos.

Use Force Blast when backing away from an attack and knock the droid around from a distance, then rush it before it can sprint toward you and attack. Be aggressive but not foolish. After several exchanges, you'll deplete the droid's health to less than 30 percent. When you do, combine Force-imbued attacks with lots of leaping slashes to bring it down.



#### HEALTH TRIGGERED EVENT

If either fighter is reduced to 50 percent health, the core begins to shake as it starts overloading, and reams of lightning begin streaming from the core and heading into the arena.



Like Grievous before it, the EG-05 Jedi hunter droid will not stay down. Defeat is not part of its programming. As soon as it falls to your blade, it leaps back up to its feet. With both swords blazing and ready to go, the Jedi hunter droid slowly creeps toward you.

### Round 2

During the second phase of battle, the arena becomes more and more unstable. Electrical currents run wildly at the far end, creating an environmental hazard. Use it to your advantage by slamming the machine into the wall.

Corner the Separatists' robot against the arena's edge, deliver a signature attack, then back away before it can leap over you and attack from behind. Force the Jedi hunter to the arena's rear end and corner it behind the large console at the room's center. Pick it apart with a few short combos, then retreat back to the main room.



There, reengage the droid and chip away at it even more. If it begins to leap about, chase after it. If you stand still while it leaps around the arena, it'll attack you from above and behind, so stay on the move and catch it while it lands!

After depleting its health to less than 30 percent, attack it just as you did before, with Force-imbued attacks and leaping attacks.

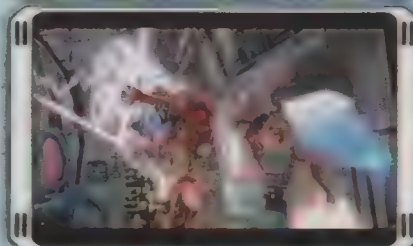
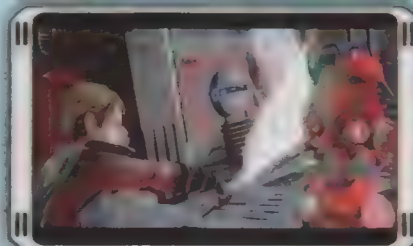
#### HEALTH TRIGGERED EVENT

Once either fighter is reduced to 95 percent health, the lightning streaks into the arena at a faster rate. When either fighter's health is reduced to 60 percent, the core goes critical, tearing the level apart as it shakes its foundations. The lightning enters the arena even more quickly!



After depleting all of the droid's health, it somehow manages to regain a bit of power. It runs toward you with its 'sabers ready for action, but you thrust it back with a quick combo. The robot leaps into the air, avoiding your attack, then rushes toward you one more time. Just as it is about to slash through you, you block its attack and spin behind it.

Your first slash cuts through the droid's left arm. It reels back in surprise and you launch yourself at it, delivering a devastating kick. With no way to defend itself, the robot staggers while you spin around one more time and circle behind it. Your blade flashes a brilliant white-blue as it cuts through the EG-05's servos and motors. Finally, after taking too much damage, the robot explodes into a shower of junk parts. The Jedi are safe from becoming prey...for now.





## SECRET JEDI SCROLLS

The following secret Jedi scrolls were found among the many ruins that remained after the Clone Wars. They detail information on how to unlock every fighter, costume, concept art gallery, and other unlockables in *Star Wars: The Clone Wars—Lightsaber Duels*.

Character	Complete
Count Dooku	Campaign: Tatooine
General Grievous	Campaign: Separatist Listening Post
EG-05 Jedi Hunter Droid	Campaign: Separatist Droid Lab
Kit Fisto	Challenge mode: Complete 9 challenges
Mace Windu	Challenge mode: Complete 18 challenges
Plo Koon	Challenge mode: Complete 27 challenges

Challenge Modes	Complete
Anakin Skywalker's Challenge mode	Tutorial: Beginner
Asajj Ventress's Challenge mode	Tutorial: Beginner
Obi-Wan Kenobi's Challenge mode	Campaign: Teth Palace
Count Dooku's Challenge mode	Campaign: Tatooine
Ansoka Tano's Challenge mode	Campaign: Separatist Listening Post
General Grievous's Challenge mode	Campaign: Separatist Listening Post
EG-05 Jedi hunter droid's Challenge mode	Campaign: Separatist Droid Lab
Kit Fisto's Challenge mode	Challenge mode: Complete 9 challenges
Mace Windu's Challenge mode	Challenge mode: Complete 18 challenges
Plo Koon's Challenge mode	Challenge mode: Complete 27 challenges

Cheats/Difficulty Mode	Complete
Epic Battle	Campaign: Teth Monastery
Danger Mode	Campaign: Teth Palace
Lightsaber Locks	Campaign: Tatooine
Lightsaber Only	Campaign: Separatist Listening Post
No Power	Campaign: The Tranquility
No Distractions	Campaign: The Negotiator
Risk	Campaign: The Malevolence
Full Power	Campaign: Separatist Droid Lab
Grand Master Difficulty	Complete Story mode

Videos	Complete
TR Intro	Campaign: Teth Monastery
TB Intro	Campaign: Teth Palace
TT Intro	Campaign: Tatooine
SS Intro	Campaign: Separatist Listening Post
JC Intro	Campaign: The Tranquility
VB Intro	Campaign: The Negotiator
ML Intro	Campaign: The Malevolence
SD Intro	Campaign: Separatist Droid Lab
Credits	Complete Story mode

Arena	Complete
Teth Monastery	Tutorial: Beginner
Droid Factory	Challenge mode: Complete 4 challenges
Raxus Prime	Challenge mode: Complete 13 challenges
Sarlacc Pit	Challenge mode: Complete 22 challenges
Mustafar	Challenge mode: Complete 32 challenges

Art Gallery	Complete
Early work	Challenge mode: Complete 9 challenges
Level design	Challenge mode: Complete 18 challenges
Character costumes concept art	Challenge mode: Complete 27 challenges
EG-05 Jedi hunter droid evolution art gallery	Challenge mode: Complete all 40 challenges





Alternate Costumes	Complete
All Jedi 3rd costumes	Challenge mode: Complete 32 challenges
All Sith 3rd costumes	Challenge mode: Complete 36 challenges
High Council 3rd costumes	Challenge mode: Complete all 40 challenges
Anakin Skywalker's Jedi Knight robes	Complete all four of Anakin Skywalker's challenges
Ahsoka Tano's Padawan robes	Complete all four of Ahsoka Tano's challenges
Obi-Wan Kenobi's ceremonial battle gear	Complete all four of Obi-Wan Kenobi's challenges
Asajj Ventress's acolyte robes	Complete all four of Asajj Ventress's challenges
General Grievous's Sith markings	Complete all four of General Grievous's challenges
Count Dooku Sith robes	Complete all four of Count Dooku's challenges
EG-4 prototype	Complete all four of the EG-05 Jedi hunter droid's challenges
Kit Fisto's Jedi Council robes	Complete all four of Kit Fisto's challenges
Mace Windu's Jedi Council robes	Complete all four of Mace Windu's challenges
Plo Koon's Jedi Council robes	Complete all four of Plo Koon's challenges
Anakin Skywalker's Tatooine battle gear	Complete Battle mode as Anakin Skywalker
Ahsoka Tano's training outfit	Complete Battle mode as Ahsoka Tano
Obi-Wan Kenobi's Kashyyyk battle gear	Complete Battle mode as Obi-Wan Kenobi
Asajj Ventress's assassin battle gear	Complete Battle mode as Asajj Ventress
General Grievous's Supreme General battle gear	Complete Battle mode as General Grievous
Count Dooku's Confederacy battle gear	Complete Battle mode as Count Dooku
EG-3 prototype	Complete Battle mode as EG-05 Jedi hunter droid
Kit Fisto's High General robe	Complete Battle mode as Kit Fisto
Mace Windu's Jedi Master robe	Complete Battle mode as Mace Windu
Plo Koon's Jedi robe	Complete Battle mode as Plo Koon



#### NOTE

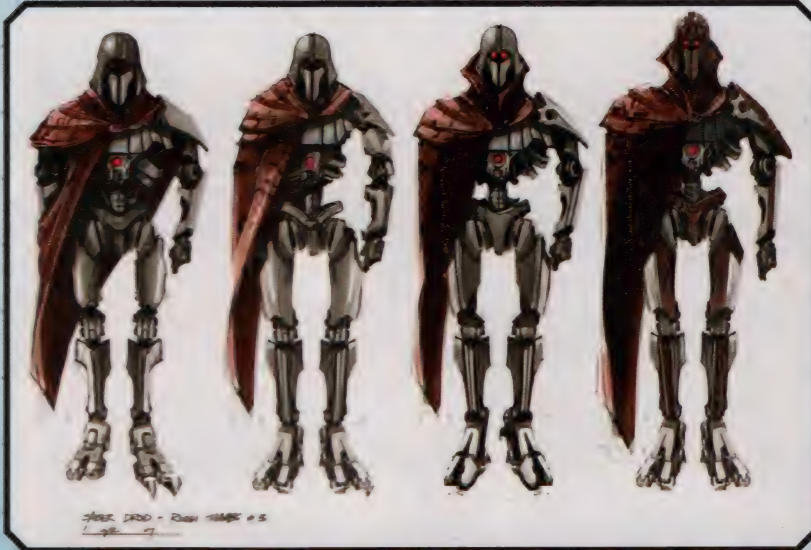
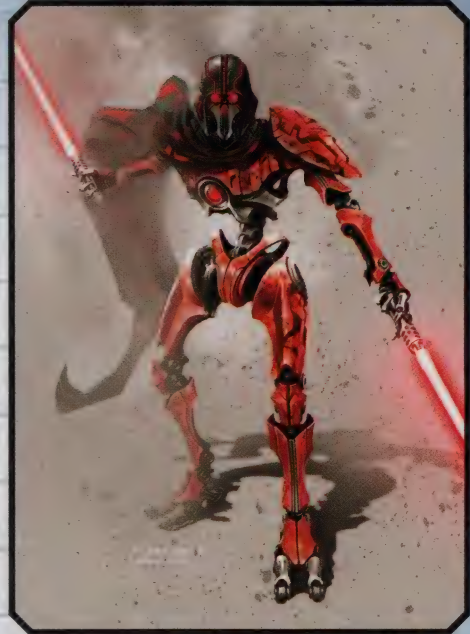
Enter the following cheats in the Cheats menu to unlock the desired content. When doing so, enter the button commands quickly for the cheat to work.

Cheat	Unlocks
22-22-22-A-C-Z-Z	Unlock Count Dooku
22+22+22-Z-A-C+C	Unlock General Grievous
AZCCAZ+2	Unlock Resolute Hangar
AAAZZCCCC+1	Unlock Sarlacc Pit
ZZZZZ+ZZZZZ+1	Unlock Mustafar
AAAAA+AAAAA+2	Unlock Raxus Prime
CCCCC+CCCCC+1	Unlock Separatist Droid Factory
A+22+C+22+Z+22	Unlocks all Story Mode levels
-A+1	Early Works concept art gallery
-A+2	Level Design concept art gallery
+A+1+2	Evolution of the Jedi Hunter Droid concept art gallery
+A+2+2	Character Costumes concept art gallery
12+1	Unlocks Credits





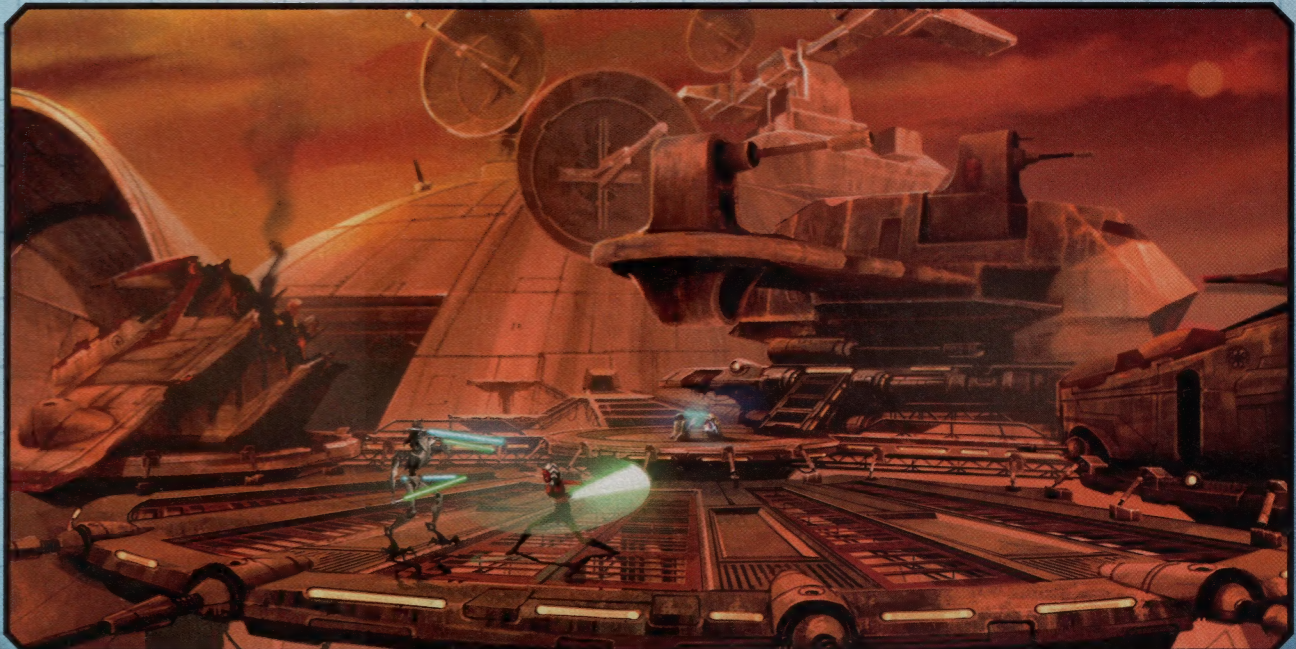
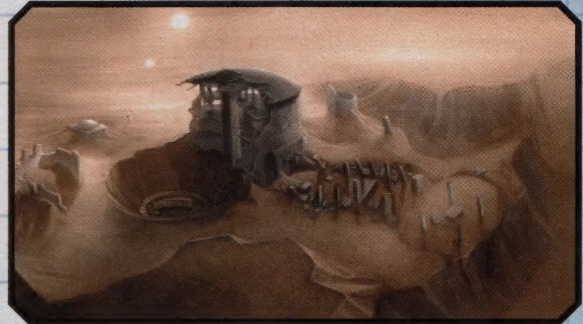
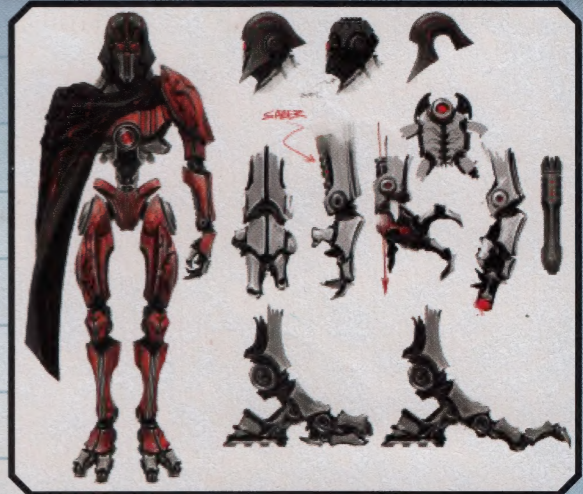
CONCEPT ART



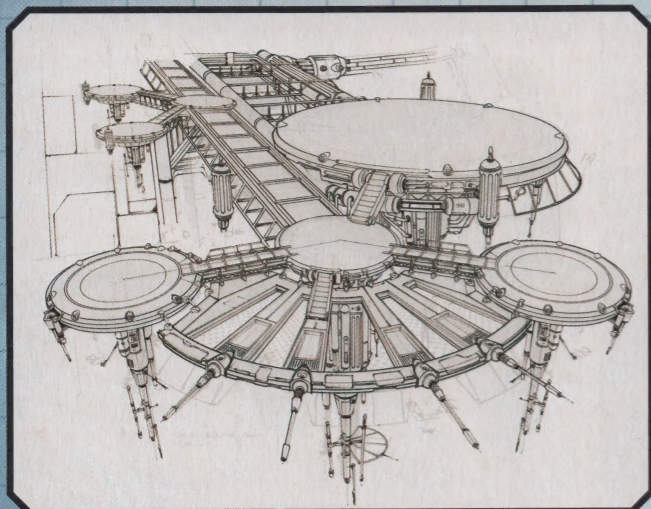












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